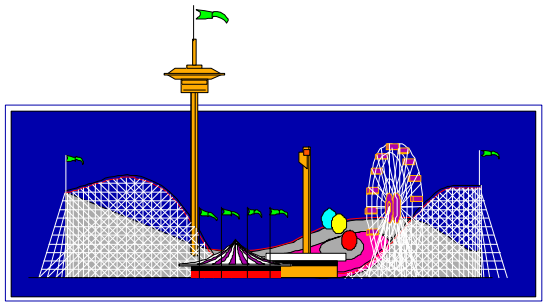
Theme park - KS2
Challenge Sheet



Build some exciting models for your Theme Park. Start with a simple swing and then try a Ferris Wheel or Roundabout Ride – remember they must move! Can you power your model with a motor? What name would you give your ride?

Educational objective

A practical project which helps the children to understand the effects of forces in motion and how their model can be moved realistically. The project may be used as an introduction to the topic, or to reinforce work already done in class.

Approach

Whole class discussion about theme park rides. Group activity with the children working in pairs, using K'NEX, to design and build their own theme park rides. Start with a simple model that moves manually then add a spring motor/or battery motor to make the model move.

Cross-curricular links

Ideas for extension activities

How do other theme park rides move? Make models using other materials.Explore ways of slowing/speeding up rides.

Equipment we will provide:

boxes of K'NEX

K'NEX battery motors

figures

Specific skills to be developed

Manipulative, designing and making skills, social and problem solving skills.

Subject skills / Desirable outcomes

Structures

Mechanisms

Designing skills

Making skills

Shape, space & measure

Life skills

Innovation skills

Problem-solving skills

Team working skills

Communication skills

A 'can-do' approach