

STEM Games Pod 1: Up to the mark

Lesson 5 What's the score?

You will be able to:

- design a new scoring system for a familiar game.
- explain how your new system has altered the game
- make and present a poster about your new game to an audience.

How did you do?

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What else would you like to find out?

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Name:

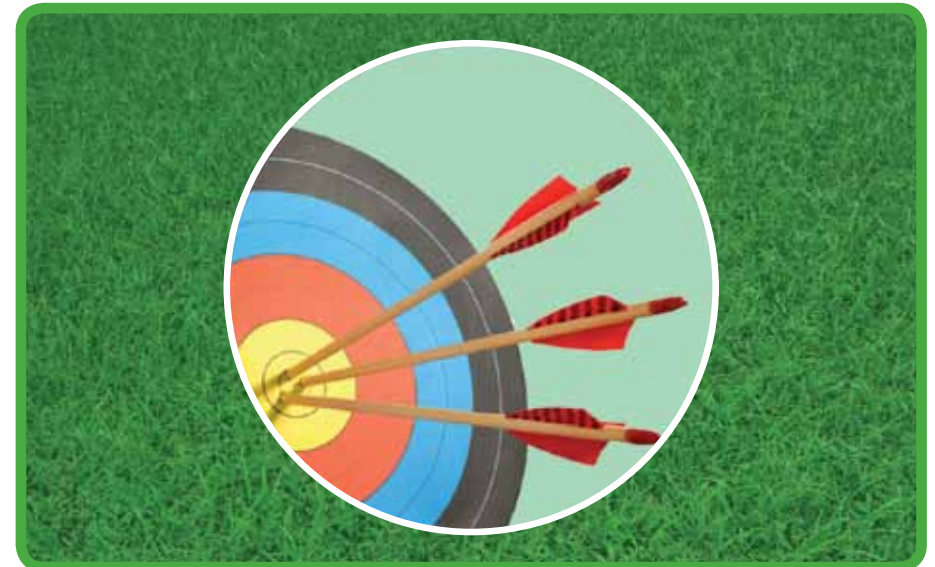
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Class:

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In this pod you will be able to:

- see how practice affects performance
- find out how athletes train
- investigate whether scoring systems are fair
- explore how scoring systems could affect tactics
- design a scoring system for a new game.





Lesson 1 Practice makes perfect

You will be able to:

- plan a simple investigation
- demonstrate that practice can improve performance
- refine ideas based on feedback
- use data to answer a question
- use graphics to present evidence.

How did you do?

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What else would you like to find out?

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Lesson 4 League tables

You will be able to:

- use a spreadsheet to make calculations on a league system
- calculate how different points systems might affect playing strategies
- use spreadsheets to model a situation
- extract data from charts, tables and lists
- interpret and discuss numerical information.

How did you do?

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What else would you like to find out?

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Lesson 3 Targets

You will be able to:

- design and use a data collection sheet
- comment on the scoring systems of 'target' games
- adjust a standard target to produce a fairer level of skill
- develop a fair scoring system for a target.

How did you do?

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What else would you like to find out?

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Lesson 2 Training camp

You will be able to:

- refine internet searches using phrases
- construct a training schedule for a particular sport of your choice
- explain why each element of the schedule is needed.

How did you do?

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What else would you like to find out?

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STEM Games Pod 1: Up to the mark – Reflections



Things I found I was good at

1

2

3

Things I was less good at

1

2

3

Things that I found difficult

1

2

3

Things I'd like to find out

1

2

3

Other comments