SCIENCE

Lesson 17

Year 4

Topic: Testing games

Hosting a *60-second slam* (1)

Today you will:

► collect data and evaluate a forces game.

Resources

Digital

Video — Trial *60-second slam* game (2:09)

Find and prepare

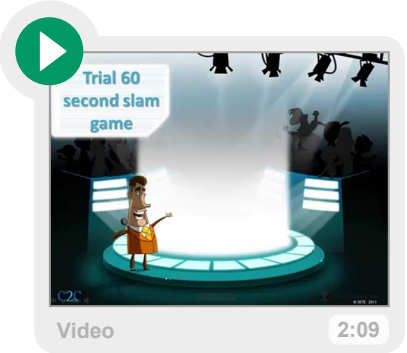
Cup	Teaspoon
Small ball	Eraser
Exercise book	

Key terms

For definitions and explanations of terms, please see the Glossary.

Lesson

1. Watch the **Video — Trial *60-second slam game*** to evaluate a new game for the *60-second slam* game show.



2. Play 'Teaspoon catapult' and answer the following questions about the new game.

   a. Were you able to play the game according to the instructions? Yes ☐ No ☐

   b. What did you like about the game? Why?

c. What did you dislike about the game? Why?

d. Rate the game on its 'playability'.

Topic	1 (low)	2	3	4	5 (high)
difficulty	☐	☐	☐	☐	☐
interest	☐	☐	☐	☐	☐
fun	☐	☐	☐	☐	☐
use of forces	☐	☐	☐	☐	☐

e. Give the game an overall rating out of 10.

f. What forces were used in this game?

g. What would make the game harder?

h. What would make the game easier?



In the next lesson, you will evaluate some more games and organise your own *60-second slam* game.