

# The Model Shop

## ICT Simulations and Modelling



**Activity mode** Solve problems and generate simulations to enhance performance and increase profits in a range of real life situations.

**Adventure mode** Help save Simulation Street from demolition by showing the shop owners how to increase their profits by using simulation models.

**Login** allows you to save and start the game from where you left off last time.

**Skip Login** if you don't want to save your place in the game each session.

levels 1, 2 and 3 on

### Activities Menu



Paint mixing



Ball throwing



Classroom design



Plant growing



Spreadsheet - sandwich making



Spreadsheet - calculating income



Traffic lights



Gnomeball

Done

✓ Three levels ✓ Clear spoken instructions ✓ QCA ICT 3D 4E 5A 5D 5E 6B 6C





## Paint mixing

Mix paint to match the colour swatch.



## Ball throwing

Select the angle and the power of the throw to hit a target. In level 3 beware the gravity levels will affect the throw - negative, zero, normal and strong gravity.



## Classroom design

Prepare the classroom for a class, You'll need to add a floor surface, windows and doors. Then position the tables, chairs and up to three computers!



## Plant growing

Three plants need different conditions to grow. Decide how much water, light and heat they need to grow healthily.



## Spreadsheet - sandwich making

Prepare sandwiches depending on the calorie value. Each sandwich must start and end with a piece of bread. In level 2/3 enter the formulae into the spreadsheet to calculate the calorie content.



## Spreadsheet - calculating income

Complete the spreadsheet to give a positive balance of £5. Use the notebook to help with the figures needed. Level 2/3 need formulas entered into the appropriate cells.



## Traffic lights

Set the traffic lights to allow the cars to travel easily without long queues at Simulation Street and Crossover Street. Beware they must not crash!



## Gnome ball

Set out the course for the ball to be sent from one shooter to another to reach the can. The ball mustn't hit anything on its travels. Use the arrows to turn the shooter.