



Name of the Activity: Rollercoaster Design

	Outcomes	Teaching and Learning activities	Assessment
	Having taken this activity, the participants will be able to:	The participants will be taught to achieve this specific outcome through the following learning activities:	The participants will be assessed on their achievement of this specific outcome through the following assessment tasks:
Blended Learning Format - Face-to-face	Collaboration within heterogeneous teams. (Strong students take on the position of trainer/leader, weaker students work alongside the stronger ones and learn)	Deliberate grouping of high-achieving and low-achieving pupils to take account of the idea of inclusion	Illustration of group dynamics
	They deepen their fine motor skills and technical understanding by making a Rollercoaster Roder Ferris Wheel with limited resources	video cardboard, scissors, glue, drawing templates.	Checking what has been built, if it works then it works
	They solve a physical / mathematical problem in relation to their model and make adjustments.	Group-related tasks	Evaluation by the group
	They present their results and evaluate the solution of the other group member. They give constructive feedback	Present the prototype after four lessons. Explain why which decisions were made with regard to construction, authenticity and variability	Reworking
Interactive	Independent internet research (They use YouTube and other internet research to design the prototype)	YouTube videos of what the product could look like can be used for support and motivation.	Making adjustments and improvements

STEM for inclusive Schools
Learning Outcome Matrix



Learning Task	s,		
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