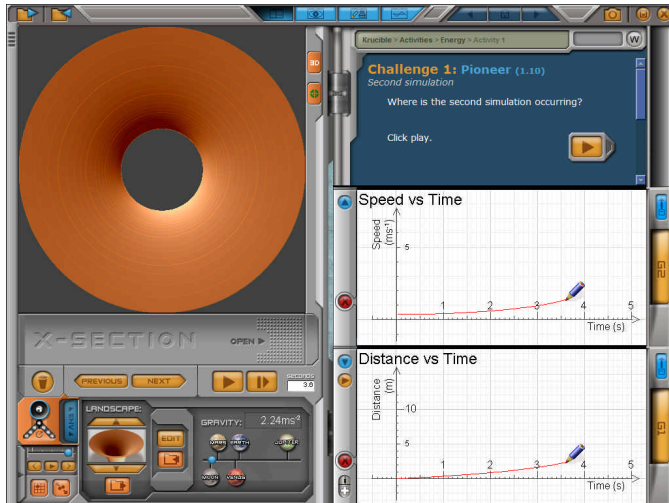immersive® education

krucible 2.0®

S.T.E.M. learning software that brings physics concepts to life…

What is krucible?

Some science concepts can be difficult to explain – and even harder to illustrate practically in-class. But by using real-time simulation, krucible's virtual laboratories bring physics to life.

The topic areas covered include: Waves, Energy and Forces. Learners can run their own virtual experiments on-screen, taking measurements and plotting results, or explore 300 prepared activities and challenges – all in real time.

The Immersive learning concept

krucible lets students see, explore and understand key science concepts that are difficult, or impossible, to illustrate in a practical real-world context. Combining virtual experiments and problem-solving challenges, krucible's virtual laboratories dramatically illustrate the physical effect and impact of a variety of fundamental scientific phenomena.

krucible's intuitive interface encourages students to explore different outcomes by changing physical variables on-screen. krucible calls on predictive reasoning, observational, estimation and dexterity skills. Since the simulations are run in real-time, the results are visible as they happen – sometimes as expected, sometimes taking students by surprise.

**"krucible is the best physics simulation software I have ever seen …
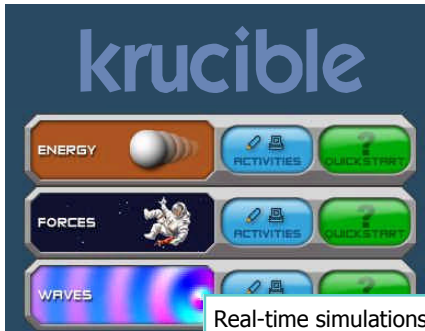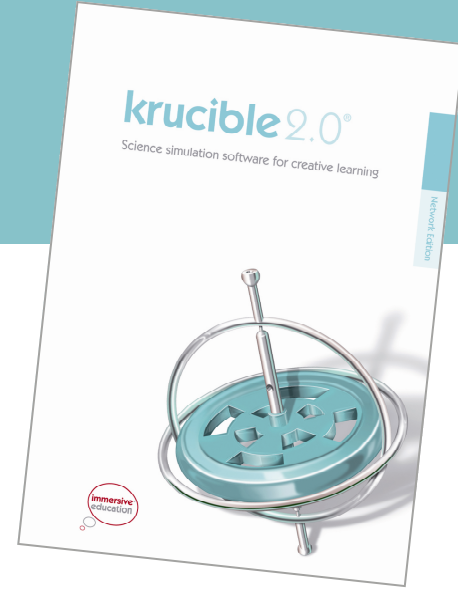Teachers can use krucible to instruct in a way that students want to learn."**
Education Specialist, NASA GCCE & VASTS
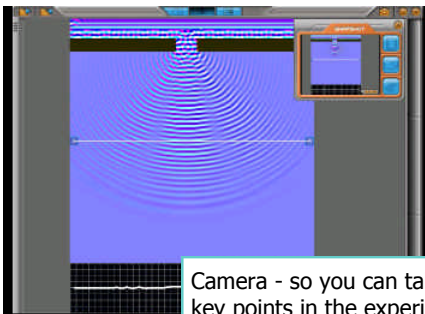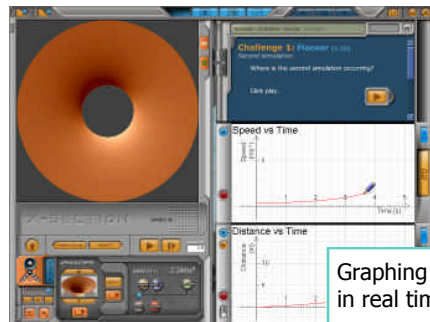
www.idoodlesoftware.com

Real-time simulations for Energy, Forces and Waves—allowing learners to ask what if and change parameters

Over 300 curriculum mapped activities and challenges including more than 70 whiteboard simulations

Camera - so you can take snapshots at key points in the experiment to include in notes

Graphing tool—plot multiple parameters in real time as experiment proceeds

Using krucible

krucible's four virtual laboratories create a perfect environment for learning and investigation. The graphically rich, 3D simulations instantly engage pupils of all ages. Students can:

- use krucible Energy to simulate balls moving on a surface, to explore topics including gravity, friction and momentum

- use krucible Hovercraft to simulate a vehicle on a surface; they can adjust rudders, airflow and experiment with controls

- use krucible Forces to simulate objects moving weightlessly in space; by applying different forces, they can see how motion is affected

- use krucible Waves to simulate a water ripple tank and explore topics including reflection and refraction

- plot experiment simulation data with a dynamic graph plotter

- use an experiments note pad to record observations

- save and share experimental outcomes

Over 300 activities...

Demonstrates difficult physical concepts clearly

Graphically rich, real-time simulation environments engage pupils of all abilities.

Encourages students to question and explore

Software makes it easy for students to create their own experiments.

Teaches experimental method and observational skills

The clear controlled environment lets students focus on what's happening.

Encourages collaboration

Experiments can be saved, replayed and shared.

Ideal for whole class or individual learning

Equally suitable for desktop, notebook or interactive whiteboard use; prepared activities save time.

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