

# Task Card - Teaching forces with Mario Kart



## Technology used

- Gaming (choose from any version of Mario Kart)
  - Nintendo Wii, Mario Kart Wii
  - Nintendo DS, Mario Kart DS
  - Nintendo Gameboy, Mario Kart Super Circuit
- iPad / Netbook
  - Notes / Notepad
  - Popplet lite / [bubbl.us](https://bubbl.us/) (<https://bubbl.us/>)
  - DrawFree / Paint

## Curriculum Link

- Science (KS2) – Forces

## Gaming controls

- Nintendo Wii – '2' = accelerate, 'Up' (on D-pad) = throw object
- Nintendo DS – 'A' = accelerate, 'X' = throw object
- Nintendo Gameboy – 'A' = accelerate, 'L' = throw object

## Task 1

- Work in pairs
- Person 1 - Using *Notes* on your *iPad* or *Notepad* on your netbook, write down an example of when each of the following push and pull forces occurs during the game:
  - Speed up
  - Slow down
  - Change direction
  - Change shape
- Person 2 – Play a track on Mario Kart (Mushroom Cup) and discuss with your partner when you identify different forces

## Task 2

- Work in pairs again, but swap roles
- Person 1 – Using *Notes* on your *iPad* or *Notepad* on your netbook, write down an example of each of the following forces:
  - Forces acting against each other
  - Balanced forces
  - Gravity
- Person 2 – Play a track on Mario Kart (Mushroom Cup) and discuss with your partner when you identify different forces

## Task 3

- Using *Popplet* on your *iPad* or *bubbl.us* on your netbook, record all your examples of different forces from playing Mario Kart

## Task 4

- Using *DrawFree* on your *iPad* or *Paint* on your netbook, draw a diagram of one big car (Bowser) colliding with a small one (Toad), including arrows showing the size of the forces and the resulting movement

