

# iSimulate

## Learning

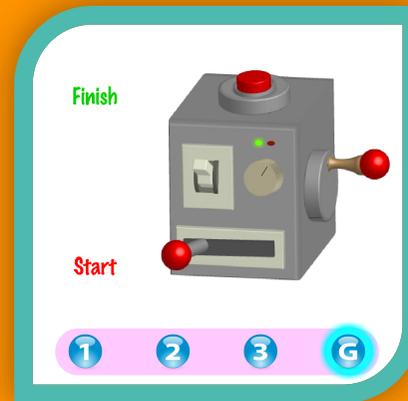
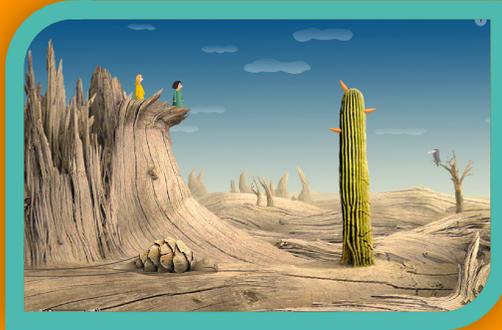
- ☞ To understand that computer simulations can represent real or imaginary situations
- ☞ To understand that computer simulations are guided by rules
- ☞ To explore the effect of changing variables in a simulation using them to make and test predictions
- ☞ To understand that simulations can help people try things quickly and inexpensively
- ☞ To understand that simulations help us understand difficult concepts
- ☞ To design and produce a computer simulation or adventure

## Key Vocabulary

<b>Simulation</b>	A program that imitates a real-life scenario
<b>Rules</b>	The way things should be done
<b>Choice</b>	Deciding what will happen
<b>Variables</b>	Things that change

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## Examples



## Key Questions

What real life situation is this simulating?



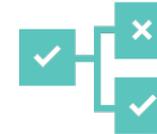
What choices did you make?



If you change this or that what happens?



How many rules have you found?



Is there a pattern?

