Rocket Science 101
(Kerbal Space Program)

Kerbal Space Program is a game designed to allow the player to experience the physics and complexities as well as the excitement and elation of building a rocket and piloting it into space, the Magnitude of the universe and the imminent threat of Explosions and death to those on board your craft.

In the Course we will cover a basic understanding of the physics terminology and concepts, the mechanical concepts of engineering a spacecraft, Game Interfaces, Ladder Logic Programing, Long Range Navigation, Aerodynamics, Explosions and Space!

This Class is aimed at Year 9s and 10s
Rocket Science 101
(Kerbal Space Program)

Week 1
Introduction
Learning base concepts of the game. Including physics terminology and principals Eg. Force, Lift, Drag etc. Game Menu Layout and game functions.

Week 2
Flight School
Learning how to pilot a prebuilt rocket off the ground and into a low gravity stable orbit around the planet. Learning Navigation and Mauver interface

Week 3
Flight School continued
Piloting a prebuilt rocket off into a low gravity stable orbit, the continuing onto another planet/moon (to be decided) and adjusting for a stable orbit around the planet/moon. (possible attempt at landing)

Week 4
Flight School final mission (Planting the Flag)
Piloting a prebuilt rocket to another Planet/Moon Planting the flag and returning home to Planet Kerbal.

Week 5
Rocket Design 101
Learn the Rocket Design/Build Interface, Included key elements such as differences in solid VS liquid fuel, separation programing and Staging, as well as parts function and purpose for mission.

Week 6
Build your own Rocket
Mission is to build a rocket capable of Carrying at least 3 passengers into space to a Planet (Still to be decided) in the solar system, to Land on the surface of the Planet, Plant your Flag, and fly home and land safely with all 3 passengers alive and well. (This Will be a five week mission)

Week 7
Build your own Rocket
Mission is to build a rocket capable of Carrying at least 3 passengers into space to a Planet (Still to be decided) in the solar system, to Land on the surface of the Planet, Plant your Flag, and fly home and land safely with all 3 passengers alive and well. (This Will be a five week mission)

Week 8
Build your own Rocket
Mission is to build a rocket capable of Carrying at least 3 passengers into space to a Planet (Still to be decided) in the solar system, to Land on the surface of the Planet, Plant your Flag, and fly home and land safely with all 3 passengers alive and well. (This Will be a five week mission)

Week 9
Build your own Rocket
Mission is to build a rocket capable of Carrying at least 3 passengers into space to a Planet (Still to be decided) in the solar system, to Land on the surface of the Planet, Plant your Flag, and fly home and land safely with all 3 passengers alive and well. (This Will be a five week mission)

Week 10
Build your own Rocket
Mission is to build a rocket capable of Carrying at least 3 passengers into space to a Planet (Still to be decided) in the solar system, to Land on the surface of the Planet, Plant your Flag, and fly home and land safely with all 3 passengers alive and well. (This Will be a five week mission)