

What is Krucible?

A set of virtual physics laboratories covering: Waves, Energy and Forces

Learners run their own virtual experiments on-screen, taking measurements and plotting results, or explore 300 prepared activities and challenges - all in real time.

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.

The software'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.



Learning outcomes and benefits...

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

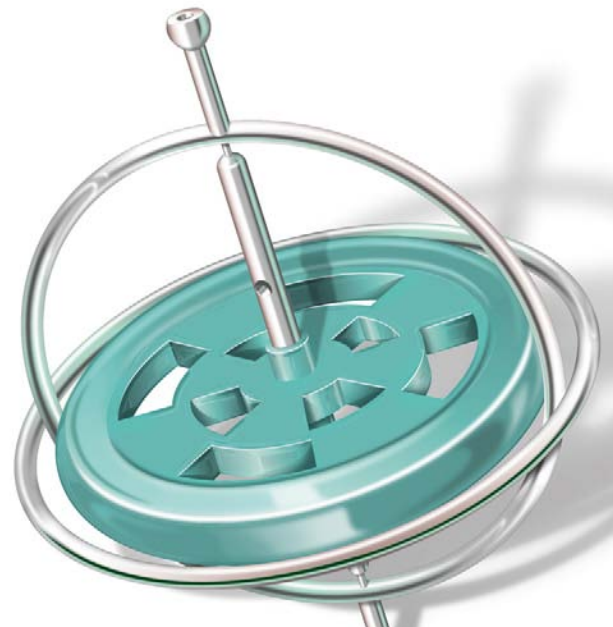
Equally suitable for desktop, notebook or interactive whiteboard use; prepared activities save time.

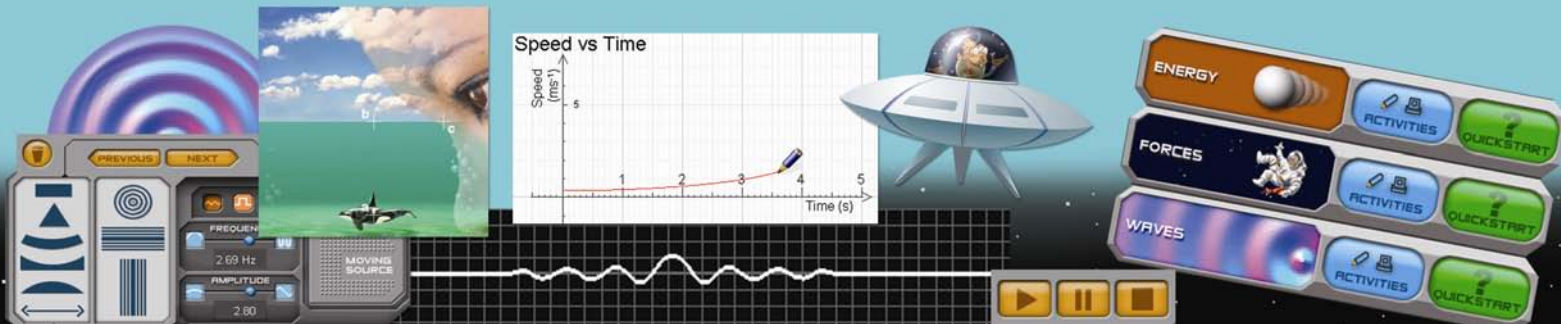
Krucible in use

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:

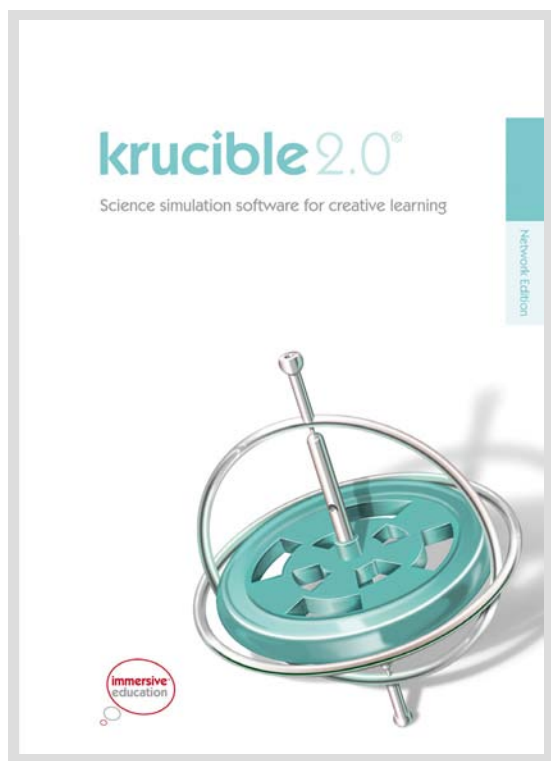
- use **Krucible Energy** to simulate balls moving on a surface, to explore topics including gravity, friction and momentum
- use **Krucible Hovercraft** to simulate a vehicle on a surface; they can adjust rudders, airflow and experiment with controls
- use **Krucible Forces** to simulate objects moving 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
- browse over 300 activities.





krucible Prices

Krucible Licence	School Site Licence	Stand Alone	Home Licence (annual fee)
Price (ex VAT)	£499	£49	£250



“I used to find Physics quite difficult, but lots of things are much easier to understand when we use Krucible.”

John, aged 13

“Just used Krucible to teach diffraction with Y11. Great! Don’t know how I ever taught diffraction without it!”

*Damian Ainscough
Science Consultant, Blackpool LEA*

“Krucible offers a new level of sophistication and flexibility in Science ICT software.”

*Andy Fishburne
Physics Teacher, St Annes’s Convent School*

Prices quoted exclude VAT and carriage.



For further information on any of the Immersive Education product range:
 t 01865 886 333 e sales@imed.co.uk w www.immersiveeducation.com