

## 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.



## 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.

## 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

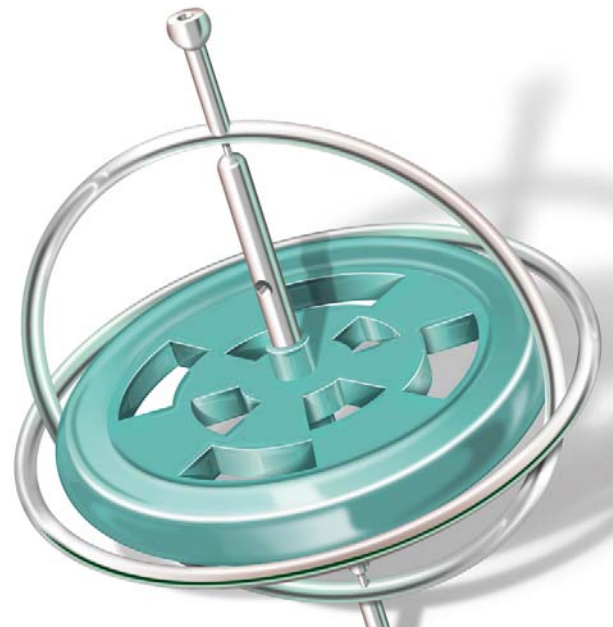
The clear controlled environment lets students focus on what's happening.

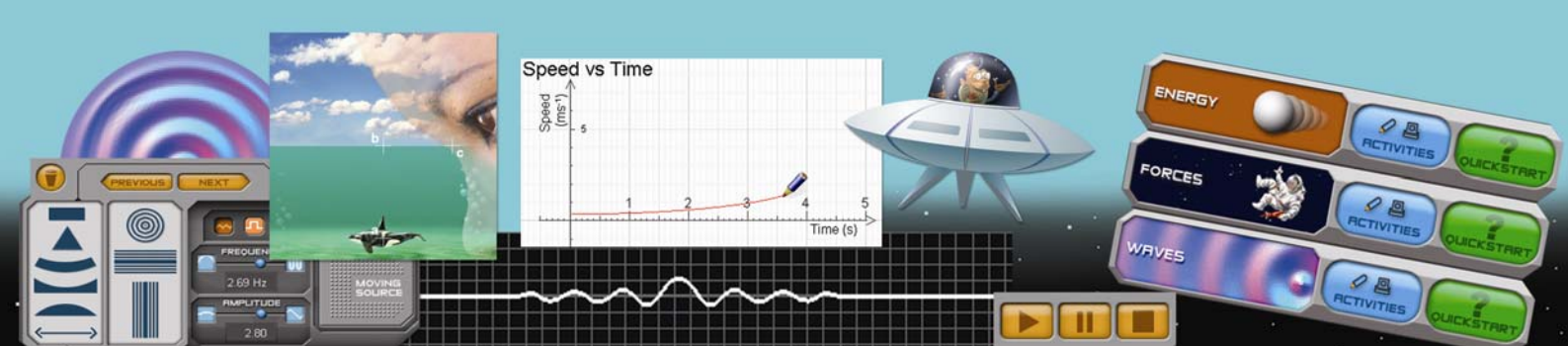
### Encourages collaboration

Experiments can be saved, replayed and shared.

### Ideal for whole class or individual learning

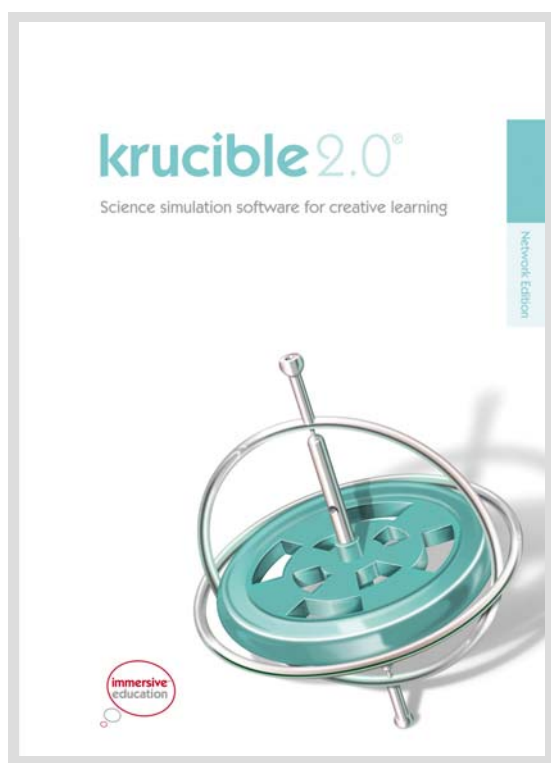
Equally suitable for desktop, notebook or interactive whiteboard use; prepared activities save time.





# krucible 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:  
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