

ASE CD ROMs for Science Year – Index

Throughout Science Year the Association for Science Education (ASE) has produced a series of five CD ROMs to support innovative science teaching in secondary schools.



The resources range from large interactive adventure learning activities to short ten-minute games. Whilst some of the resources are specially commissioned ICT based activities, many are paper based and draw from on-going good practice. These include resources contributed to the CD ROMs by other organisations.



This index provides a one-stop description of the learning resources on all the CD ROMs. It is also available on the CD ROM website, www.sycd.co.uk, with direct links to specific sections of the CD ROMs on-line.

Additional copies of the CD ROMs may be ordered from ASE Booksales by telephoning 01707 283001.



Index organisation

Resources are catalogued by subject (Biology, Chemistry, Physics) and in some cases also by type, for example, literacy, citizenship and cross-curricular.

What's the resource like?

What age range is it targeted at?

Which CD ROM is it on?

Where on the CD?

Activity	Age	Location
<p>Passport is a template for successful bridging projects between KS2 and KS3. Visas for KS2 skills and investigations are collected to carry forward and develop at KS3. A choice of investigations and structured follow-up help you plan the elusive smoother transition. <i>Passport</i> has been trialled in a number of primary schools this term; Year 6 can record scientific achievements throughout next year, and you can employ it to organise your bridging activities for your next Year 7 cohort. There are three suggested investigations, which can be used when teaching environment, variation or the concept of dissolving.</p>	10-11	Who am I? Home Page

Biology

Activity	Age	Location
Sci-files: Flesheaters Solving mysteries is not just for the X-files, it's science! <i>Flesheaters</i> is a learning adventure where pupils are the investigators, unravelling a bizarre murder. This is science by stealth, complete with video, computer interactivity and hands-on practical work. <i>Flesheaters</i> is a replacement activity for standard enzyme digestion practicals. It focuses on the principle of digestion and the effect of pH on enzymes.	11-13	Who am I? Home Page
Inside body is a PowerPoint template enabling pupils to produce their own presentations. With gory pathological images and easy-to-follow technical instructions, ICT skills develop into a useful tool, not a hindrance. <i>Inside body</i> can be used when teaching the effects of alcohol, tobacco and solvents on the body.	11-13	Who am I? Home Page
Race uses variation data to explore the concept of race. It provides an excellent opportunity to tackle this aspect of citizenship in the science classroom or in citizenship lessons. It gives a brief introduction to human evolution, variation and genetics through distribution of inherited diseases in the human population. <i>Race</i> can be used when teaching variation, inheritance, classification and evolution.	11-13	Who am I? Home Page
Top Science introduces pupils to cells, tissues and organs. It is a card game where pupils trade specialised cells, tissues and organs by comparing various criteria e.g. number, mass, level of complexity. Learning as they play, pupils grasp concepts of specialisation and level of organisation. <i>Top Science</i> can be used when pupils are learning about specialised cells, and is also a good pre-SATs revision tool.	11-13	Who am I? Home Page
Good to Eat is an interactive game focusing on nutrition and balanced diets. Pupils research different nutrients and then amend the favourite menu of a Premiership footballer to improve the balance. They get feedback on their choices and an opportunity to swap their own healthy menus with pupils in different schools.	11-13	Only connect? Home Page
Top Science introduces pupils to food chains. This is a card game where pupils trade organisms by comparing various criteria. For example, number of offspring, mass, life span. <i>Top Science</i> is also a good pre-SATs revision tool.	11-13	Can we; should we? Home Page
Organic Farming Part of the Citizenship and Science Project, this resource covers plant growth and supports the teaching of the QCA KS3 Citizenship Unit <i>People and the environment</i> .	11-13	Can we; should we? Home Page
Immunisation Part of the Citizenship and Science Project, this resource covers microbes and disease, and supports the teaching of the QCA KS3 Citizenship Unit <i>What's in the public interest?</i>	11-13	Can we; should we? Home Page

Biology (continued)

Cells and Living Things question loop	11-13	Who am I? Funsize
Body and Cells bingo game	11-13	Who am I? Funsize
Starting KS3 Biology question loop	11-13	Who am I? Funsize
Human & Animal Biology general knowledge link game	11-13	Who am I? Funsize
A-Z quiz biology	11-13	Who am I? Funsize
Biobreakers biology	11-13	Who am I? Funsize
Environment question loop	11-13	Can we; should we? Funsize
Biology Review sequencing activity	11-13	Can we; should we? Funsize
Sexual Reproduction bingo	11-13	AKA Science Funsize
Blood Traffic Lights game	11-13	AKA Science Funsize
Diseases webtask activity	11-13	AKA Science Funsize
Cloning Assembly An off-the-peg speech examining some of the ethical aspects of cloning and its implications for future generations.	14-16	Who am I? Assemblies
Zoos Role Play A role play exercise to explore pupils' views on zoos to perform at an assembly.	11-13	Can we; should we? Assemblies
Vaccine Dramas Drama on the Plague at Eyam and The Discovery of Vaccines.	11-13	Who am I? Drama
Footprints Drama Commissioned by the BA specifically for Science Year, <i>Footprints</i> is an innovative piece of theatre, introducing pupils to the world of genetics.	11-13	Can we; should we? Drama

Chemistry

Activity	Age	Location
Perfumes is an intoxicating collection of activities to breathe new life into particles and separating mixtures, and develop literacy. Pupils create their own scent from scratch using basic separation methods. <i>Perfumes</i> can be used when teaching basic separating techniques such as distillation, and the concept of dissolving.	11-13	Who am I? Home Page
Top Science introduces pupils to the Periodic Table. This is a card game where pupils trade elements by comparing various criteria. For example, discovery date, atomic mass, density. <i>Top Science</i> is also a good revision tool.	11-16	Only connect? Home Page
Secrets of the Ice An important message reaches Earth from an alien world. Ice samples from the alien planet must be chemically analysed. Can pupils find out what destroyed the alien environment so we can prevent it happening on Earth?	11-13	Is there life? Home Page
Human Torch Building on the success of <i>Flesheaters (Who am I?)</i> , this multimedia learning adventure immerses pupils into the world of crime detection, gathering knowledge of combustion, safety and risk.	11-13	Can we; should we? Home Page
Newton's Apple An introduction to a new cross-curricular resource based on soap making and the associated chemical changes. Practical activities with accompanying materials for use with or without the website that contains materials to link this resource to other areas of the curriculum.	11-13	Only connect? Home Page
Ozone Layer A PowerPoint presentation and materials to support pupil research into an issue that incorporates science, politics and business. The resource encourages pupils to think about the way these areas influence each other and the world we live in.	14-16	Only connect? Citizenship
Datalogging When your chocolate company's sales begin to melt away, science comes to the rescue with datalogging. A tasty selection of practical cooling curve activities.	11-13	AKA Science Home Page
Earth Sciences A collection of resources to help your pupils learn more about earth sciences including video and practical work covering the erosion; a template for a pupils presentation on igneous rocks and software to support learning about seismic events.	11-13	AKA Science Home Page

Chemistry (continued)

Chemwars An interactive game approach to teaching the reactivity series, complete with video clips of the reactions.	11-13	AKA Science Home Page
Rock Cycle bingo	11-13	Is there life? Funsized
Periodic Table bingo	11-13	Is there life? Funsized
Chemical changes question loop	11-13	Can we; should we? Funsized
Periodic Table quiz	11-13	Can we; should we? Funsized
Starting Chemistry bingo	11-13	Can we; should we? Funsized
Solid, Liquid, Gas Traffic Lights game	11-13	Can we; should we? Funsized
Atoms and Molecules Traffic Lights game	11-13	Can we; should we? Funsized
Acid and alkali question loop	11-13	Can we; should we? Funsized
A to Z Chemistry quiz 1	11-13	Can we; should we? Funsized
A to Z Chemistry quiz 2	11-13	Can we; should we? Funsized
Hazard Symbols Dominoes	11-13	Can we; should we? Funsized
Elements Song Words	11-13	Can we; should we? Funsized
Chemistry Taboo game	11-13	AKA Science Funsized
Not so Elementary chemistry literacy activity	11-13	AKA Science Funsized
Rock Cycle sequencing activity	11-13	AKA Science Funsized
Elements bingo	11-13	AKA Science Funsized
Formulae Cards matching activity	11-13	AKA Science Funsized
Chemical Equations matching activity	11-13	AKA Science Funsized

Physics

Activity	Age	Location
Planet 10 Pupils explore the planets, comets and asteroids on an interactive virtual fly-through of the Solar System. In the second activity they attempt to create the perfect planet, selecting conditions to ensure that their planet is a successful place to grow and evolve.	11-13	Is there life? Home Page
Electricity is a new interactive resource that uses analogies to develop pupils' understanding of electricity concepts. A fun and very visual resource, this should prove a useful resource for pupils of all ability levels.	11-13	Only connect? Home Page
Graph Shots is an interactive game that develops pupils' understanding of distance/time graphs. Pupils compare graphs with written accounts and video footage of a football match, which demonstrate a different key point at each level of the game.	11-13	Only connect? Home Page
Music PhotoJam is a freely available piece of software that allows you to produce presentations with an edge. This resource provides pupils with all the images they need to make their own revision package on sound, together with guidance on how you might use this package to make revision time more worthwhile.	11-13	Only connect? Home Page
Space Station Survival Introduced with audio-commentary and images from the International Space Station Mission, pupils are the astronauts who must use Chemistry to solve the problem of a broken CO ₂ air scrubber, and Physics to prevent the space temperature from fluctuating.	11-13	Is there life? Home Page
Collision Course Investigate the effects of an asteroid collision on Earth. This activity could also be extended for older pupils.	11-13	Is there life? Home Page
Liftoff! Resources to guide pupils through rocket making, from basic water rockets to fuel propelled versions. There are many opportunities to consider speed, acceleration and forces.	11-13	Is there life? Home Page
Energy Resources Part of the Citizenship and Science Project, this resource covers renewable and non-renewable energy sources, and supports the teaching of the QCA KS3 Citizenship Unit <i>People and the environment</i> .	11-13	Can we; should we? Home Page
Top Science introduces pupils to the Solar System. A card game where pupils trade bodies in space by comparing various criteria e.g. number of moons, mass, distance from the Sun. <i>Top Science</i> can be used when pupils are learning about specialised cells, and is also a good pre-SATs revision tool. An Excel spreadsheet file gives you all the data for extension activities.	11-13	Is there life? Home Page
Ghost in the Machine Sci-files continue. Can your class guide the agents through heart-racing practical and thinking challenges, to exorcise the ghosts? Teaching electromagnetic induction was never this much fun.	14-16	AKA Science Home Page

Physics (continued)

Gravity and Space Traffic Lights game	11-13	Is there life? Funsize
Physics A-Z quiz	11-13	Is there life? Funsize
Speed Pelmanism	11-13	Is there life? Funsize
Gravity and Space link game	11-13	Is there life? Funsize
Solar System question loop	11-13	Is there life? Funsize
Starting Forces and Space question loop	11-13	Is there life? Funsize
Forces Mindmaps	11-13	Is there life? Funsize
Gravity and Space Mindmaps	11-13	Is there life? Funsize
Fruity and Seedy Planets model making	11-13	Is there life? Funsize
Planet Mnemonics	11-13	Is there life? Funsize
Luke Skywalker's Space Speeder	11-13	Is there life? Funsize
Spacebreakers game	11-13	Is there life? Funsize
Electricity bingo	11-13	Only connect? Funsize
Light question loop	11-13	Only connect? Funsize
Sound question loop	11-13	Only connect? Funsize
Energy Resources question loop	11-13	Only connect? Funsize
Electricity sequencing activity	11-13	Only connect? Funsize
A-Z Physics quiz	11-13	Only connect? Funsize
Electricity models	11-13	Only connect? Funsize
Circuits	11-13	Only connect? Funsize
Units dominoes	11-13	Only connect? Funsize
Who's Fastest?	11-13	Only connect? Funsize
Mobile Phones Assembly A debate to explore the controversy surrounding mobile phones.	11-13	Only connect? Assembly
Space Exploration Assembly An off-the-peg speech examining some arguments for funding space exploration.	11-13	Is there life? Assembly
Finding about freezing	14-16	Who am I? Mini-projects

Physics (continued)

The Space Race Three lessons of material focusing on the invention of space travel, the space race and space theories vs. space fact. Suitable for Ideas and Evidence and KS3 History curriculum.	11-13	Is there life? Cross- curricular
Moonlander Drama The Moonlander script is ideal for Year 7 pupils studying the Solar System.	11-13	Is there life? Drama
Radioactivity and Health Drama A specially commissioned script for pupils to explore radioactivity, to stimulate discussion and explain the science concepts.	11-13	Only connect? Drama
Collision Course Drama A specially commissioned script for pupils to explore motion in space whilst playing Greek gods.	11-13	AKA Science Drama

Resources by Category

Funsize General	Age	Location
Key Word Poem literacy activities	11-13	Who am I? Is there life?
Science, Technology and Reading (STAR*)	11-13	Who am I? Is there life?
Cool and Fun poetry selections	11-13	Who am I? Is there life?
Jokes	n/a	Who am I? Is there life?
Using Mindmaps tips and hints	11-13	Is there life?
Famous Scientist Stickers	11-13	Is there life?
Citizenship Mindmaps	11-13	Can we; should we?
Revision Advice for pupils	11-13	Can we; should we?
Self Assessment Revision Activities for teachers & pupils	11-13	Can we; should we?
Brain Gym warm-up activities	11-13	Only connect?
Verbal warm-up activities	11-13	Only connect?
Definitions starter activities	11-13	Only connect?
Audience Cubes literacy activity	11-13	Only connect?
Word List	11-13	AKA Science

ICT	Age	Location
Sci-files: Flesheaters Solving mysteries is not just for the X-files, it's science! <i>Flesheaters</i> is a learning adventure where pupils are the investigators, unravelling a bizarre murder. This is science by stealth, complete with video, computer interactivity and hands-on practical work. <i>Flesheaters</i> is a replacement activity for standard enzyme digestion practicals.	11-13	Who am I? Home Page
Inside body is a PowerPoint template enabling pupils to produce their own presentations. With gory pathological images and easy-to-follow technical instructions, ICT skills develop into a useful tool, not a hindrance. <i>Inside body</i> can be used when teaching the effects of alcohol, tobacco and solvents on the body.	11-13	Who am I? Home Page
Sci-files: Human Torch A multimedia learning adventure that immerses pupils into the world of crime detection, gathering knowledge of combustion, safety and risk.	11-13	Can we; should we? Home Page
Good to Eat is an interactive game focusing on nutrition and balanced diets. Pupils research different nutrients and then amend the favourite menu of a Premiership footballer to improve the balance. They get feedback on their choices and an opportunity to swap their own healthy menus with pupils in different schools.	11-13	Only connect? Home Page
Earth Sciences A collection of resources to help your pupils learn more about earth sciences including video and practical work covering the erosion; a template for a pupils presentation on igneous rocks and software to support learning about seismic events.	11-13	AKA Science Home Page
Chemwars An interactive game approach to teaching the reactivity series, complete with video clips of the reactions.	11-13	AKA Science Home Page
Planet 10 Pupils explore the planets, comets and asteroids on an interactive virtual fly-through of the Solar System. In the second activity they attempt to create the perfect planet, selecting conditions to ensure that their planet is a successful place to grow and evolve.	11-13	Is there life? Home Page
Electricity is a new interactive resource that uses analogies to develop pupils' understanding of electricity concepts. A fun and very visual resource, this should prove a useful resource for pupils of all ability levels.	11-13	Only connect? Home Page
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Music PhotoJam is a freely available piece of software that allows you to produce presentations with an edge. This resource provides pupils with all the images they need to make their own revision package on sound, together with guidance on how you might use this package to make revision time more worthwhile.	11-13	Only connect? Home Page

ICT (continued)	Age	Location
Space Station Survival Introduced with audio-commentary and images from the International Space Station Mission, pupils are the astronauts who must use Chemistry to solve the problem of a broken CO ₂ air scrubber, and Physics to prevent the space temperature from fluctuating.	11-13	Is there life? Home Page
Datalogging When your chocolate company's sales begin to melt away, science comes to the rescue with datalogging. A tasty selection of practical cooling curve activities.	11-13	AKA Science Home Page
Ghost in the Machine Sci-files continue. Can your class guide the agents through heart-racing practical and thinking challenges, to exorcise the ghosts? Teaching electromagnetic induction was never this much fun.	14-16	AKA Science Home Page
Generating Resources Strictly not just for experts! A selection box of activities produced with standard ICT packages that you can customise, or use as inspiration to create your own resources on different topics.	11-13	AKA Science Home Page

Assemblies	Age	Location
Cloning An off-the-peg speech examining some of the ethical aspects of cloning and its implications for future generations.	14-16	Who am I?
Space Exploration An off-the-peg speech examining some arguments for funding space exploration.	11-16	Is there life?
Zoos A role play exercise to explore pupils' views on zoos.	11-13	Can we; should we?
Mobile Phones A debate to explore the controversy surrounding mobile phones.	11-16	Only connect?
Science Fiction or Fact Resources to help pupils develop their own assembly comparing science fiction with science fact, and to consider how knowledge and society combine to drive development of scientific discoveries.	11-16	AKA Science

Events	Age	Location
To generate school-wide involvement in Science events is a real challenge. It undoubtedly takes organisation and time. A selection of ideas from other teachers are disseminated here. Adapt the ideas to suit you. There are also details of national science centres.	n/a	Who am I?
An introduction to running a science fair in school, together with case histories.	n/a	Is there life?
Backyard Biodiversity Day is a national event for schools, organised by Action for Biology in Education (ABE). Full details of how to get involved are provided.	n/a	Can we; should we?

Events (continued)	Age	Location
<i>The BA Festival of Science</i>	n/a	Only Connect
On April 25 th 1953 Drs Watson and Crick described the structure of DNA in the journal Nature. To mark the 50 th anniversary the Medical Research Council, the Royal Society and Nature have joined forces to co-ordinate a programme of events in 2003. Find out what is going on and how your school can get involved. Also includes a list of science centres and event around the country.	n/a	AKA Science

Drama	Age	Location
Vaccines <i>Plague at Eyam</i> and <i>The Discovery of Vaccines</i>	11-13	Who am I?
Moonlander <i>Moonlander</i> is ideal for Year 7 pupils studying the Solar System.	11-12	Is there life?
Footprints Commissioned by the BA specifically for Science Year, <i>Footprints</i> is an innovative piece of theatre, introducing pupils to the world of genetics.	11-13	Can we; should we?
Radioactivity and Health A specially commissioned script for pupils to explore radioactivity, to stimulate discussion and explain the science concepts.	11-13	Only connect?
Collision Course A specially commissioned script for pupils to explore motion in space whilst playing Greek gods.	11-13	AKA Science

Cross-curricular	Age	Location
Space Race Three lessons of material focusing on the invention of space travel, the space race and space theories vs. space fact. Suitable for Ideas and Evidence and KS3 History curriculum.	11-13	Is there life?
Science Where You Least Expect It Funded by Science Year, 4 SCIENCE has produced eighteen assignments and a teacher's guide to encourage non-scientists to embrace a little science – increasing students' skills whilst quashing a few "science is boring" stereotypes. All assignments have been written so they can be used to cover a variety of non-science post-16 coursework requirements of many different subject areas, and in doing so develop a number of key skills.	Post-16	Can we; should we?
Art Meets Science Art meets science through the <i>Charis Project</i> , supporting the teaching of citizenship through science. Two units have been taken from <i>Charis Science Units A1-A9</i> (age range 11-14), a resource to promote the spiritual and moral development of pupils through the science curriculum, using art and maths.	11-14	AKA Science

Literacy	Age	Location
Science EXTRA! Science Extra! <i>Using Newspapers in the Science Classroom</i> is a new resource that aims to encourage young people to read about science in newspapers and empower young people to engage critically with the science they read in newspapers. The teachers' notes suggest how newspapers can be used in the science classroom, and to help get you started they come with four illustrative examples for you to use.	11-16	Only connect? Literacy
Key Word Poem literacy activities	11-13	Who am I? & Is there life? Funsize
Science, Technology and Reading (STAR*)	11-13	Who am I? & Is there life? Funsize
Cool and Fun poetry selections	11-13	Who am I? & Is there life? Funsize
Definitions starter activities	11-13	Only connect? Funsize
Audience Cubes literacy activity	11-13	Only connect? Funsize
Word List	11-13	AKA Science Funsize

Citizenship	Age	Location
Race uses variation data to explore the concept of race. It provides an excellent opportunity to tackle this aspect of citizenship in the science classroom or in citizenship lessons. It gives a brief introduction to human evolution, variation and genetics through distribution of inherited diseases in the human population. <i>Race</i> can be used when teaching variation, inheritance, classification and evolution.	11-13	Who am I?
Organic Farming Part of the Citizenship and Science Project, this resource covers plant growth and supports the teaching of the QCA KS3 Citizenship Unit <i>People and the environment</i> .	11-13	Can we; should we?
Immunisation Part of the Citizenship and Science Project, this resource covers microbes and disease, and supports the teaching of the QCA KS3 Citizenship Unit <i>What's in the public interest?</i>	11-13	Can we; should we?
Energy Resources Part of the Citizenship and Science Project, this resource covers renewable and non-renewable energy sources, and supports the teaching of the QCA KS3 Citizenship Unit <i>People and the environment</i> .	11-13	Can we; should we?
Ozone Layer A PowerPoint presentation and materials to support pupil research into an issue that incorporates science, politics and business. The resource encourages pupils to think about the way these areas influence each other and the world we live in.	14-16	Only connect?

Quizzes	Age	Location
<i>Who wants to be a scientist?</i>	11-13	Who am I?
<i>Hard Quiz Questions KS3</i>	11-13	Who am I?
<i>Hard Quiz Questions KS4</i>	14-16	Who am I?
<i>Hard Quiz Questions KS5</i>	Post-16	Who am I?
<i>Who wants to be a scientist?</i>	11-13	Is there life?
<i>7K Forces and their effects</i>	11-13	Is there life?
<i>7L Solar system and beyond</i>	11-13	Is there life?
<i>8G & 8H Rocks</i>	11-13	Is there life?
<i>9J Gravity and Space</i>	11-13	Is there life?
<i>Who wants to be a scientist?</i>	11-13	Can we; should we?
<i>7L Energy resources</i>	11-13	Can we; should we?
<i>8D Ecological relationships</i>	11-13	Can we; should we?
<i>9G Environmental chemistry</i>	11-13	Can we; should we?
<i>Who wants to be a scientist?</i>	11-13	Only connect?
<i>7A Cells</i>	11-13	Only connect?
<i>7B Reproduction</i>	11-13	Only connect?
<i>7D Variation and classification</i>	11-13	Only connect?
<i>9A Inheritance and selection</i>	11-13	Only connect?
Quizzes (continued)	Age	Location
<i>Who wants to be a scientist?</i>	11-13	AKA Science
<i>7E Acids and alkalis</i>	11-13	AKA Science
<i>8A Food and digestion</i>	11-13	AKA Science
<i>8C Microbes and disease</i>	11-13	AKA Science
<i>9F Patterns of reactivity</i>	11-13	AKA Science

Modelling	Age	Location
A generic tool that is powerful yet easy to master. For a given concept pupils decide which are the important variables and map the relationships between them. This process illustrates their level of understanding, allowing you to provide the level of support and development that is needed. To get you going there are some pre-set modelling simulations ready for use across the curriculum. The most recent version of the Modelling programme is available on AKA Science.	11-13	AKA Science

Miniprojects	Age	Location
KS4 investigations that maintains scope for pupil decision making.		
<i>Finding out about freezing</i>	14-16	Who am I?
<i>Fluid flow</i>	14-16	Is there life?
<i>Brine shrimps</i>	14-16	Can we; should we?
<i>Rollers and throwers</i>	14-16	Only connect?

Biotechnology	Age	Location
A protein-electrophoresis kit and resources that can be used when teaching dietary requirements at KS3.	11-13	Who am I?
Activities to investigate microbial communication. These activities can be adapted for young and old pupils alike.	n/a	Is there life?
Gene Technology Teacher Courses	n/a	Can we; should we?
Fizzy Pop resource as an interesting starting point for exploring the science of fermentation.	11-13	AKA Science
Bio-Rad's Biotechnology Explorer Programme	n/a	

Scientists	Age	Location
During Science Year students were able to email scientists with questions about their work. Whilst this facility is no longer available, these sections also contain profiles on each scientist, discussing the work that they do and how they came to choose a career in science.		
<i>Dr Liz Sockett</i> geneticist	n/a	Who am I?
<i>Carolyn Brinkworth</i> astronomer	n/a	Is there life?
<i>Dr Jacqui Russell</i> government advisor	n/a	Can we; should we?
<i>Sophie Duncan</i> project manager	n/a	Only connect?
<i>David Bromfield</i> journalist & science communicator	n/a	AKA Science

Science Across the World	Age	Location
A highly successful ASE project in which some of you are currently involved. Pupils swap data and conclusions with children performing the same investigations around the world. Usually Science Across the World put you in touch with a link school, but the possibility of collaborating with your own MFL exchange school makes the process very relevant to your pupils.		
<i>Keeping Healthy</i>	11-16	Who am I?
<i>Plug in the Sun, Global Solar Partners and Renewable</i>	11-16	Is there life?

Energy		
Biodiversity around us	11-16	Can we; should we?
Chemistry in our lives	11-16	Only connect?
What did you eat?, Drinking water	11-16	AKA Science

Careers	Age	Location
Top Science introduces pupils to different careers. This is a game where pupils trade cards by comparing various criteria. For example, training years, job availability, working conditions. This <i>Top Science</i> is designed for pupils considering options.	13-16	AKA Science Home Page
How Scientists Make Money A series of assignments provides teachers with a resource specifically designed for the new GCSE in Applied Science and for the updated Science AVCE. Helps the student to develop a broader knowledge and understanding of the science sector.	14-18	Can we; should we? Careers
Choosing Science PowerPoint presentation for Heads of Science to use with pupils and parents considering options, a leaflet with information about making the right science choices at age 14, and a reference list of scientific careers from the Institute of Physics.	12-13	AKA Science Careers
A series of information sheets illustrating science in action across a range of careers. These materials are designed to build into a wall display.	n/a	All CD ROMs have part of this collection.

Other Resources

Activity	Age	Location
Other organisations and teachers have generously donated materials to the CD ROMs. These are listed individually below.		
Good Resource Guide The Chemical Industry Education Centre (CIEC) produces this guide for both primary and secondary schools. A large range of resources is collected for review from industrial companies, trade and professional associations. The resources are reviewed by practising teachers. A selection of reviews are available on each CD ROM.	n/a	All CD ROMs
Royal Society of Chemistry – The Ming Vase Investigation	11-13	Who am I?
Royal Society of Chemistry – The Chemistry of Sport	14-18	Who am I?
School Science Interactive web-based resources produced through funding by Industry Supports Science.	n/a	Who am I? Is there life? Can we; should we?
Institute of Biology Article exploring the issue of genetic databases.	14-18	Who am I?
Royal Society of Chemistry – All at Sea? The Chemistry of the Oceans	14-16	Is there life?

Other Resources (continued)

Royal Society of Chemistry – Ideas and Evidence	14-16	Is there life?
Rutherford Appleton Laboratory Build a moonlander robust enough to land an egg and test it with datalogging.	11-13	Is there life?
Actis Ltd – Energy House and Potometer simulations.	11-16	Can we; should we?
Concept Cartoons Several cartoons to provoke discussion and develop scientific thinking.	11-13	Can we; should we? Only connect? AKA Science
Pupil Researcher Initiative – Ideas and Evidence MMR Unit available in full.	14-16	Can we; should we?
Catalyst Magazine articles.	14-16	Can we; should we? Only connect?
Soundwaves spreadsheet for pupils to explore.	11-16	Only connect?
Rutherford Appleton Laboratory Issues in deciding where to site mobile 'phone transmitters.	14-16	Only connect?
Rutherford Appleton Laboratory Reading rain radar patterns.	14-16	Only connect?
Bridge the Gap is an interactive CD ROM resource that links design/technology, science and maths through a real-life engineering bridge building challenge.	11-13	Only connect?
Earth Sciences Teachers' Association (ESTA) Information regarding the Association's activities and contact details.	n/a	AKA Science
Science Engineering Technology Mathematics Network (SETNET) Information regarding SETNET's activities and contact details.	n/a	AKA Science
Science and Plants for Schools (SAPS) Information regarding SAPS' activities and contact details.	n/a	AKA Science
sciZmic The Science Discovery Clubs Network Information regarding sciZmic's activities and contact details.	n/a	AKA Science

Miscellaneous

Revision Suggestions and activities for making the most of revision time.	14-16	Can we; should we?
Grants Examples of how Science Year grants have been used to fund school based projects.	n/a	All CD ROMs
Newsletter Templates for newsletters to parents publicising Science Department activities and celebrating pupils' work.	n/a	All CD ROMs
Weblinks Each CD ROM contains a section of useful web addresses relevant to the main activities on that CD ROM.	n/a	All CD ROMs
Competitions and Awards Several of the competitions on the CD ROMs have now passed their finishing dates, but some are still current or are annual events that pupils can participate in each year.	n/a	All CD ROMs
Science Challenge Find out more about ASE's <i>Science Challenge</i> competition. Last year pupils aged 9-13 from all over the country presented their work and attended a wonderful awards day.	9-13	All CD ROMs