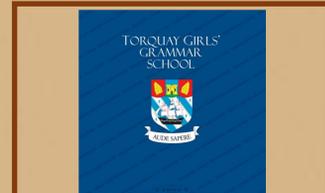




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**Encouraging female interest in STEM subjects -
 Using Computer Science to teach Planetary
 Sciences**

**Unit 13 – Mars Insight (Applied Programming and Data
 Modelling)**

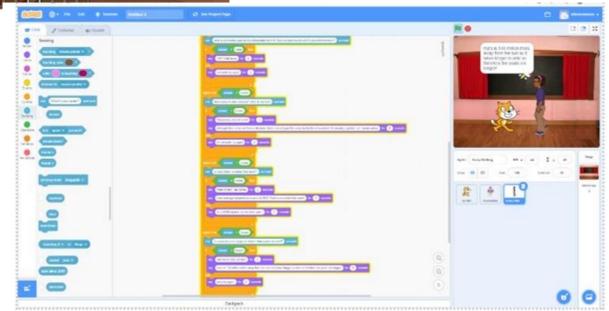
The number of female students pursuing higher-level study in Planetary Sciences, Geosciences and Computer Sciences is at a very low level in the United Kingdom.

This unit is a way of encouraging students to engage in the study of Computer Science as an **Applied Science**.

They have participated in the use of materials from the InSight Education programme from GeoAzur and then have applied this knowledge to the production of games using Scratch and Minecraft.

Modelling

This is the world we will be building in; it is a mesa Minecraft biome. This is because we wanted surrounding to be like the iron-stained volcanic basalt rock that mars is mainly made from. We also added holes to represent the canyons and craters.



Creating Games – Learning about Mars



This project has involved 155 year 9 (13 to 14 years old) students working in small groups, applying what they have learnt in their study of Mars to the production of games using simple programming languages.

- They have used either:
- Scratch
 - Minecraft

The project has been really effective in engaging students in the study of Computer Science, Geo-Science and Planetary Science.

We would like to thank *Guillaume Coupechoux* for his support and encouragement during this project.

