

Could you be an F1 Engineer?

Target Audience: Under 18s

Number of volunteers required: 1

Budget: £0-50

Time required: 2-5hrs

Resources required: Laptop computer, game software, ideally computer steering wheel and pedals

- Description
Car racing simulation eg: [rFactor](#), used to allow pupil to modify the set up of car variables and then race the cars to see the effects of their changes.
- Learning Outcomes
Engineering fundamentals applied to different applications to interest pupils in Engineering. Develop an interest in the automotive industry via motor racing.
- Take a laptop, ideally with a PC steering wheel and pedal set into a school, university, FE College and explain the variables to the pupils. Pupils then are allowed to alter and modify the cars set up and then race the cars on the laptop to test their theories and then be able to go back and modify their specifications.