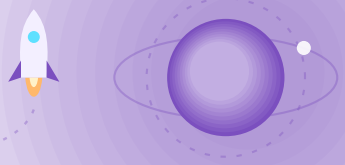
TEACHER QUICK-START

Run your first Launchpad lesson in 10 minutes



FREE CLASSROOM RESOURCE

Launchpad Flight Academy runs entirely in the browser on school Chromebooks and laptops. There is nothing to install, and students do not need accounts to play.

1 Open the game

Go to **kloudpixelstudios.com** and choose **Launch Sandbox** (or the Launchpad page). Students open the same address on their own device.

2 Choose Flight Academy

From the title screen press **Flight Academy** to open the lesson hub. Lessons run in a chain, and teachers can unlock any lesson, tier or group for a class.

3 Pick the lesson

Use the Course Map to choose a lesson that fits your unit. Elementary: E-01 to E-04. Middle: M-01 to M-05. Grades 6–12: Tiers 1–5 and the C-01/C-02 capstones.

4 Hand out the worksheet

Print the matching student worksheet. Students fill in **Look ▫ Predict ▫ Experiment ▫ Explain** as they play.

5 Debrief with the answer key

Use the tier answer key to check predictions, then ask students to share their Claim · Evidence · Reasoning.

The Look · Predict · Experiment · Explain loop

- **Look.** Observe the system before touching a single control.
- **Predict.** Commit to a hypothesis before the burn.
- **Experiment.** Change one variable and watch the live readouts respond.
- **Explain.** Connect the evidence you saw to the physics behind it.

Suggested 45-minute lesson

0–5 min	Hook and goal: read the mission briefing aloud
5–10 min	Students complete LOOK and PREDICT on paper (no game yet)
10–30 min	Students play the lesson and fill in EXPERIMENT

30–40 min	Students write Claim · Evidence · Reasoning
40–45 min	Class debrief using the answer key

Need help? Email **support@kloudpixelstudios.com**.