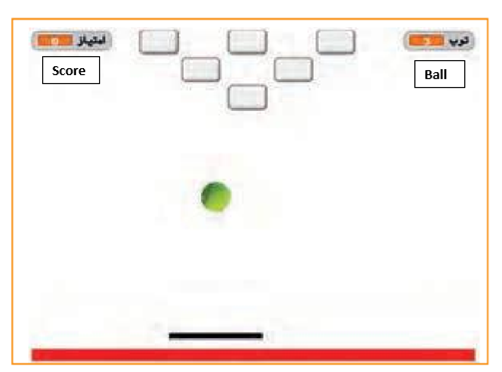


**Figure 1.** A model of the modeling cycle (Verschaffel, 2002)



**Figure 2.** “balls and rocket” game page 48 of grade nine “work and technology” textbook