**Week 1-2**: Focus on **movement and paths** rather than calling them "vectors." Students can learn to move objects along predetermined routes and create orbital animations without needing to understand the underlying mathematical concepts.

**Week 3**: Introduce **simple physics** through practical experimentation - objects fall down, things move when pushed - before formalizing this as "gravity vectors."

**Week 4-5**: Build the **Mars base experience** using the movement and physics concepts they've practiced, adding conditional logic for interactivity.

**Week 6**: **Evaluation and extension** where students can explore more complex applications.