



# Projectile Launcher Engineering Notebook



Design #: \_\_\_\_\_

Name: \_\_\_\_\_

Date: \_\_\_\_\_

1

What problem do you want your design (launcher) to solve?

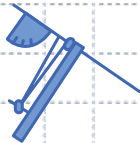
2

Draw your new design.

*Tip: think of the trigger, launcher angle, amount of rubber bands, etc.*

3

Build it.



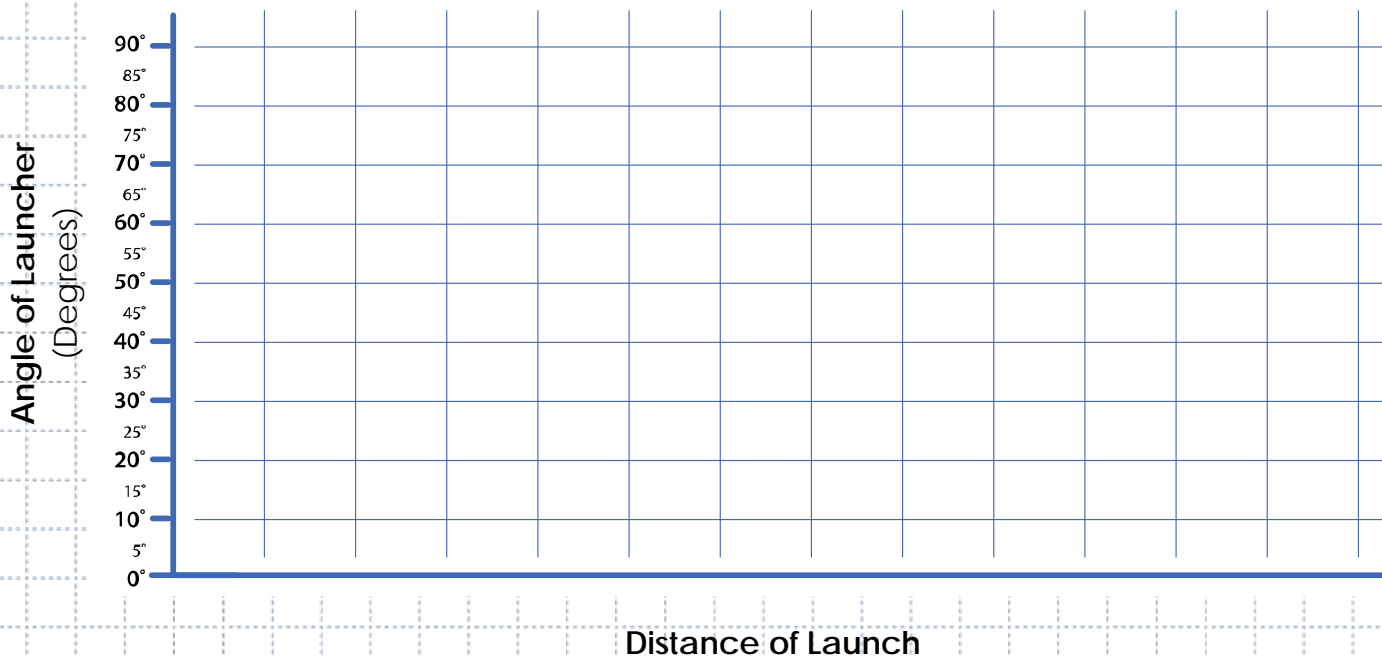
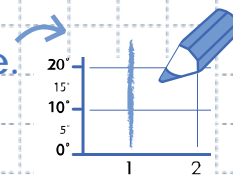
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4

Test it.

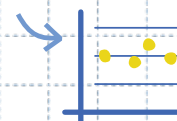
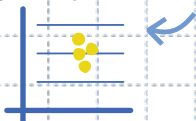
Mark your targets' distance on the graph with a vertical line. Record the **distance** of at least three launches for each design or **angle** you test on the graph below.



5

Evaluate it.

▶ How **precise** (consistent) were your results? Does your data look *grouped together* in one area , or does it look *scattered* ?



▶ How **accurate** (close to the 'true' value) were your results? How close is your data to the line indicating the targets' distance?

6

How can your design be improved?

This will become your next problem to solve.

7

Get another engineering notebook page. Solve the new problem.

