

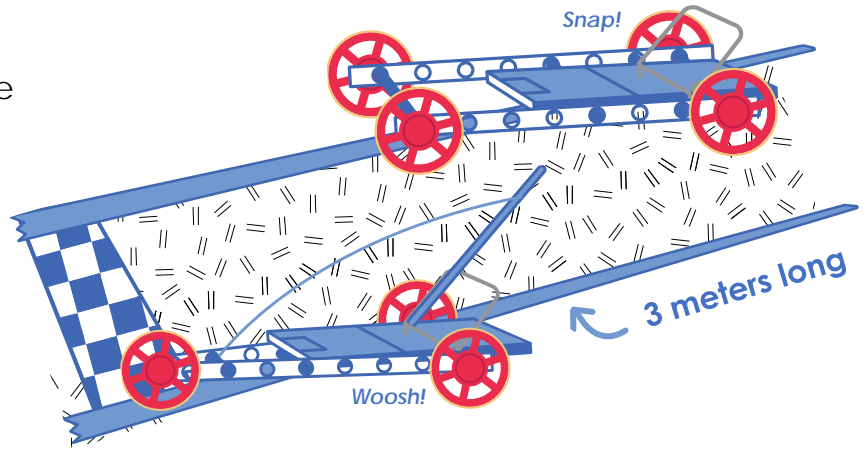
MOUSETRAP VEHICLE SPRINT CHALLENGE

The Challenge: Redesign your vehicle to go **as fast** as possible in a mousetrap race.

Challenge Supplies:

Mousetrap vehicle, ruler, tape, a flat 3 m (9.8ft) long area of floor

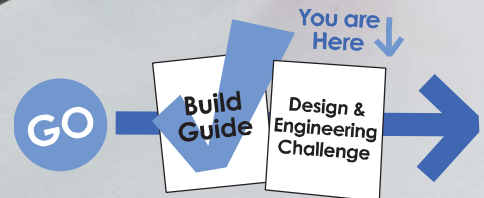
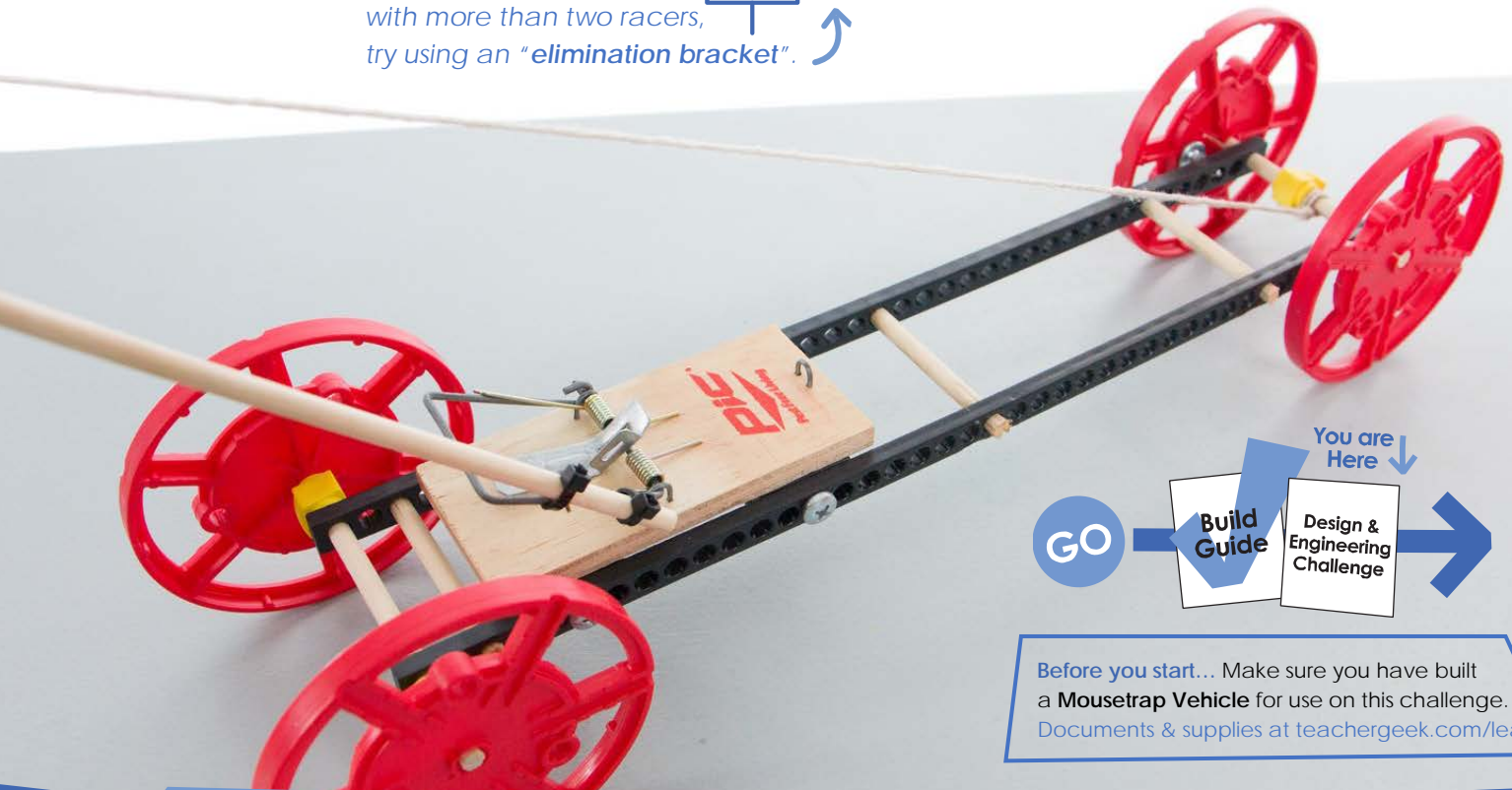
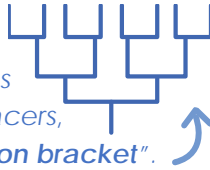
Difficulty: Easy-Medium



Ways to Play:

How fast can your vehicle race down the track? Redesign it to go as fast as possible. Use a stopwatch to time the speed down a 3-meter track. Compete against yourself, or other racers for the fastest time! See who can cross the finish line first!

For those competitions with more than two racers, try using an "elimination bracket".



Before you start... Make sure you have built a **Mousetrap Vehicle** for use on this challenge. Documents & supplies at teachergeek.com/learn

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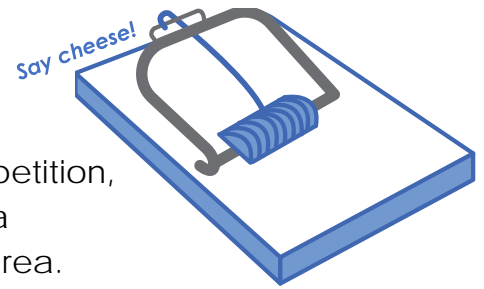
Constraints: (rules and limits for your design)

Allowable Materials

- TeacherGeek components
- Recycled food packaging
- Other available materials (wood, plastic, etc.)

Geometry

- At the start of the competition, vehicles must fit within a 50cm x 50 cm x 50cm area.



Function

- Your vehicle's wheels must begin behind starting line.
- Measure the distance the vehicle travels to its front wheels.



Time Limit:

You will have _____ to complete the challenge.

Fill in how much time you have



The time from building and re-designing your vehicle to the start of the competition.

Speed: The Time It Takes to Race Across A 3-Meter Track						
Vehicle or Design Name	Run #1	Run #2	Run #3	Run #4	Run #5	Run #6

You will be using the Engineering Design Process.

What does this mean? Your design is never finished - it can always be improved! By testing and adding and redesigning, truly innovative ideas are born. Remember - there's no such thing as a perfect design.

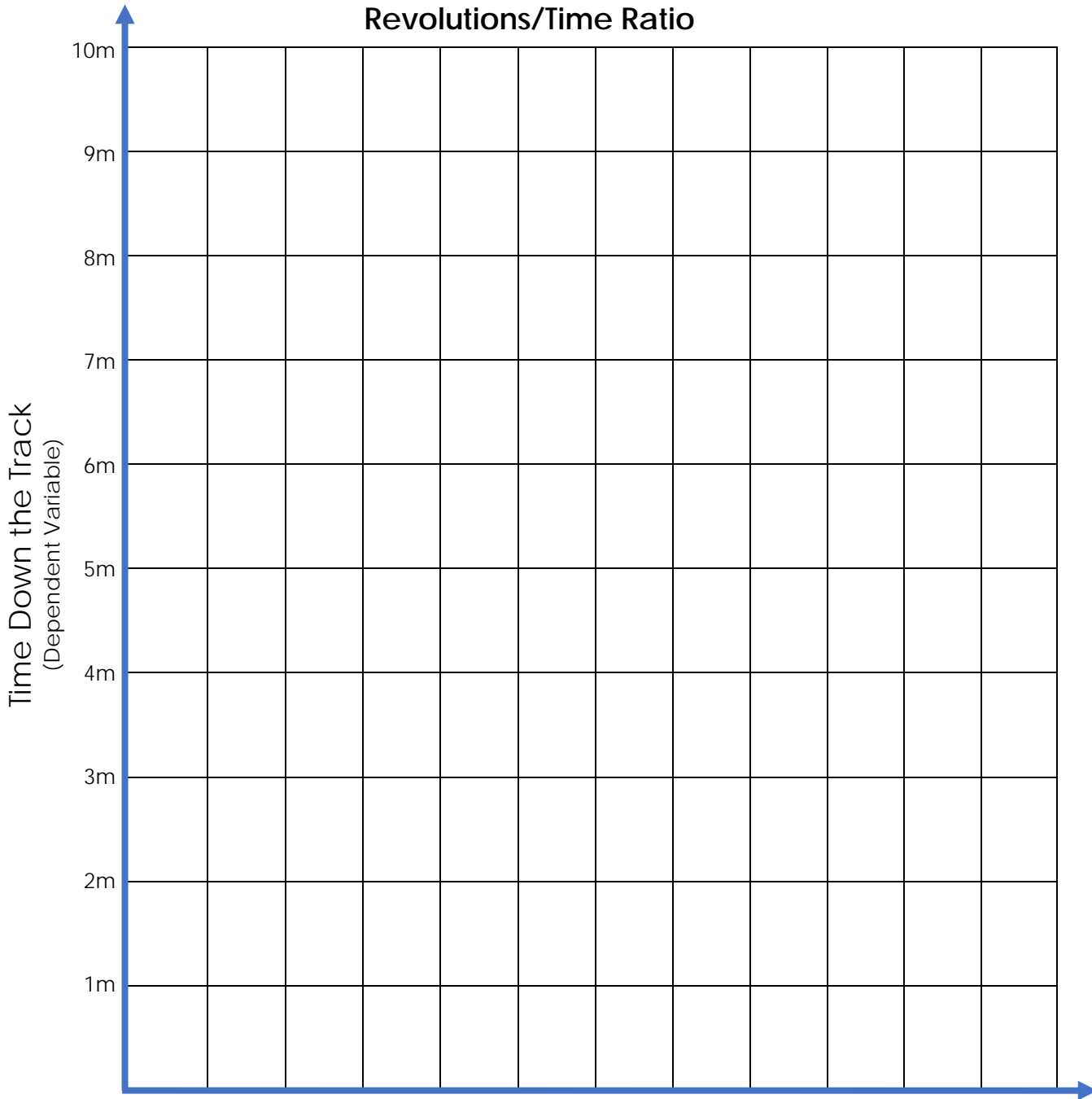


Customize & Brand Your Vehicle With The STEAM Sheets at teachergeek.com/learn

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Name: _____ Set: _____



Revolutions to Wind Wheel/Mouse Trap Snap
(Independent Variable)

