

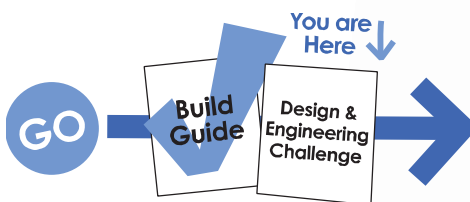
MOUSETRAP VEHICLE LONG SHOT CHALLENGE

The Challenge: Redesign your vehicle to go *as far* as possible.

Challenge Supplies:

Mousetrap vehicle, ruler, tape, a flat 10 m (30ft) long area of floor

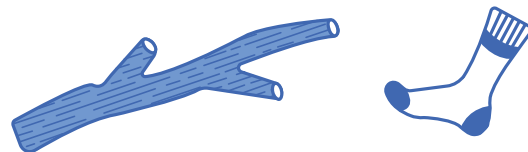
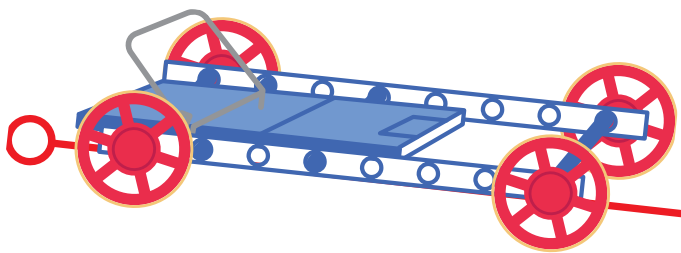
Difficulty: Easy-Medium



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



Add materials to the floor to add friction & difficulty.



Ways to Play:

Scoring: Set the trap and let it go! When it stops, take a piece of tape (with your vehicle/team name on it). Keep **redesigning** and **retesting** - if your vehicle travels farther than a previous run, move the tape to mark this *new distance*.



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

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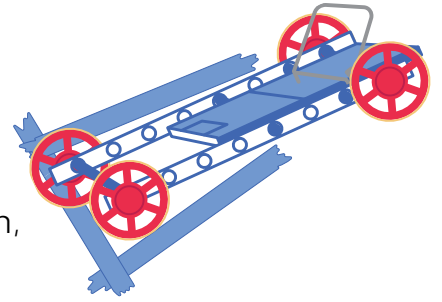
Constraints: (rules and limits for your design)

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



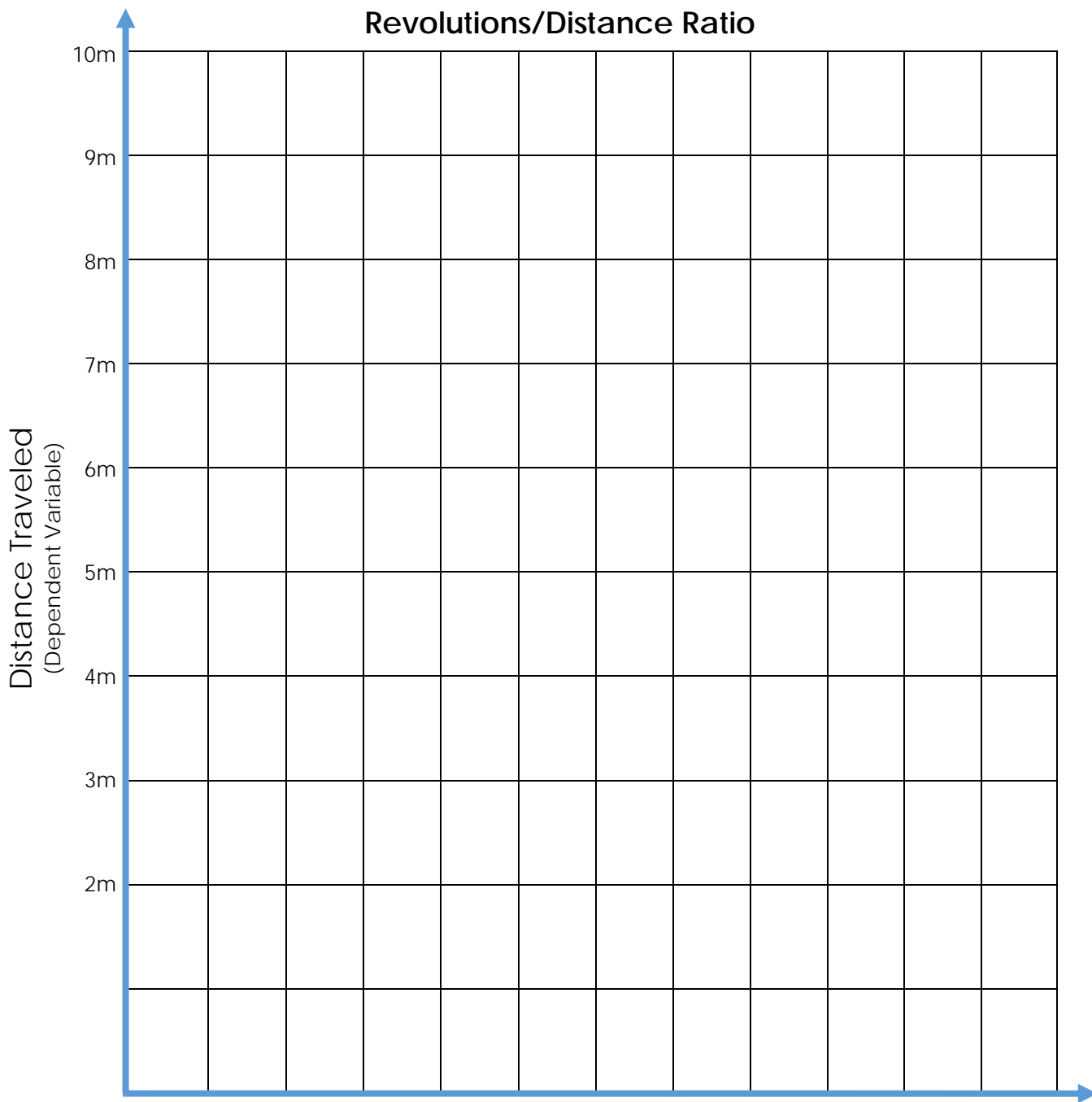
The time from building and re-designing your vehicle to the start of the competition.

Vehicle or Design Name	Distance Reached by Mousetrap Vehicle in One Long Shot					
	Run #1	Run #2	Run #3	Run #4	Run #5	Run #6

MOUSETRAP VEHICLE LONG SHOT CHALLENGE



Name: _____ Set: _____



Revolutions to Looped Clip/Mousetrap
(Independent Variable)

