

**Make as many unique rides as possible!**

Get **one point for each unique combination** of ride type and energy source (see page 2).

Make a ride, get a point, then transform it into a new one.  
**Get the most points to win.**



## COMPONENTS

### TeacherGeek Parts:

The maximum number of parts that can be used on any single design.

NAME	QTY	PICTURE
Base	1	
Gear Sets with shafts 10, 20, 40, 50 tooth	1 set	
Dowels 30cm (12in.) SKU 1821-32	10	
Blocks SKU 1821-34	5	
Strips 30cm (12in.) SKU 1821-31	2	
Slide Stop 8cm (3in.) SKU 1821-49	1	

### Materials You Supply:

- Rubber Bands
- Recycled Materials (optional)



### RIDE TYPES

Can you make them all?



**Spinning**

Riders move in a circular motion.



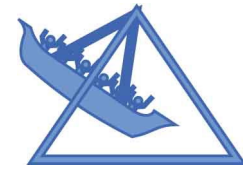
**Heights**

Riders move from ground-level to a higher elevation.



**Bouncing**

Riders move up and down.



**Swinging**

Riders sway back and forth.



**Launching**

Riders are thrown through the air!



**Linear Motion**

Riders move in a straight line.

**Isn't it 2 types?**

It spins. It's tall. But **you can only choose one ride type per design.**



### ENERGY SOURCES

How can you make your ride move?

**Potential Energy:** Potential Energy is stored energy that can make objects move. You can use two types:

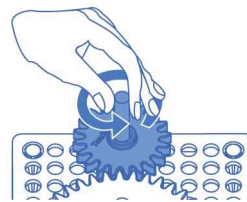


Stretching rubber bands stores energy as **Elastic Potential Energy**.

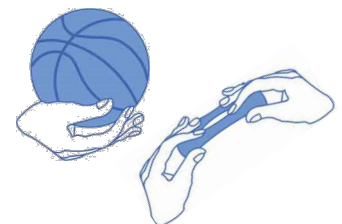


Lifting objects so they can fall, slide, or roll stores energy as **Gravitational Potential Energy**.

**Human Energy:** Human Energy is energy that you are adding to your contraption.



You can only use **Human Energy** to **turn an input gear**. You can't use human energy in any other way.



Human Energy **does not include** energy transferred to **Potential Energy**.

# RIDE SCORE SHEET

AMUSEMENT PARK CHALLENGE

## GEARS TINKER SET

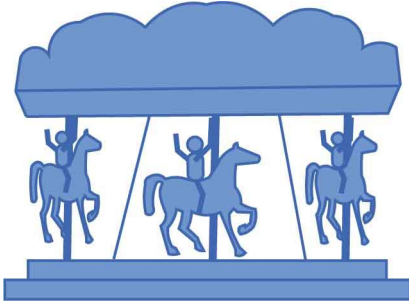


Name: \_\_\_\_\_ Date: \_\_\_\_\_

SCORE

Get your ride approved to get a point, then transform it into a new ride!

### Spinning

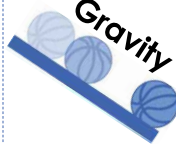


#### Human



Adult Approval

#### Gravity



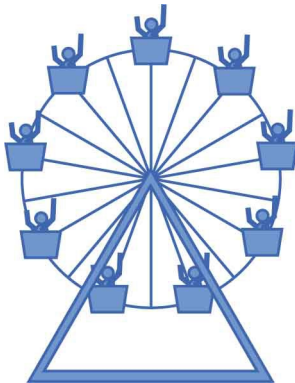
Adult Approval

#### Elastic



Adult Approval

### Heights

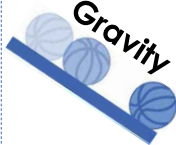


#### Human



Adult Approval

#### Gravity



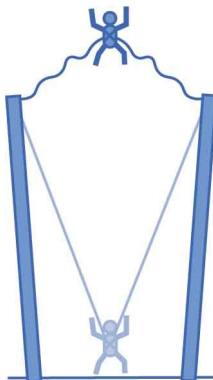
Adult Approval

#### Elastic



Adult Approval

### Bouncing

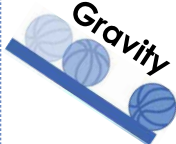


#### Human



Adult Approval

#### Gravity



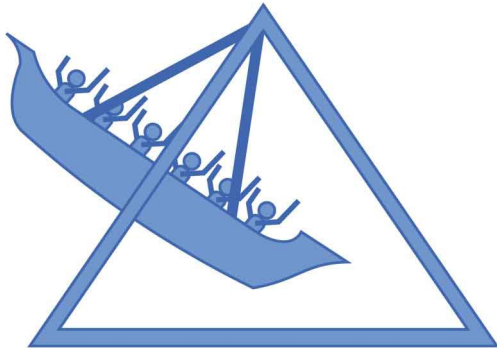
Adult Approval

#### Elastic



Adult Approval

### Swinging

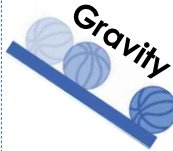


#### Human



Adult Approval

#### Gravity



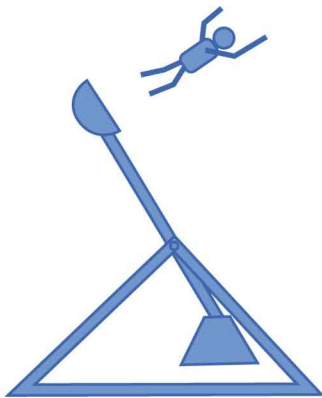
Adult Approval

#### Elastic



Adult Approval

### Launching

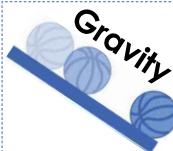


#### Human



Adult Approval

#### Gravity



Adult Approval

#### Elastic



Adult Approval

### Linear Motion

(straight line)

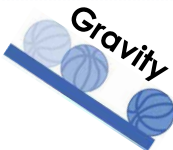


#### Human



Adult Approval

#### Gravity



Adult Approval

#### Elastic



Adult Approval