

Investigation 2: Airplane Ride, continued



Observations:

1. What happens when you turn the crank for this ride?

2. What do you think causes the planes to move away from the center?

3. Does the speed you turn the crank make a difference?

4. Look at the direction of the crank, the gears, and the planes. What do you notice?

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Question: Does changing the direction of any of the parts of the airplane affect the way the model works?

Procedure:

Write what you had to do to answer the question:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Observations:

Describe what happened when you changed the model.

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Question: What happens when you change the airplanes to another type of flying vehicle?

Data:

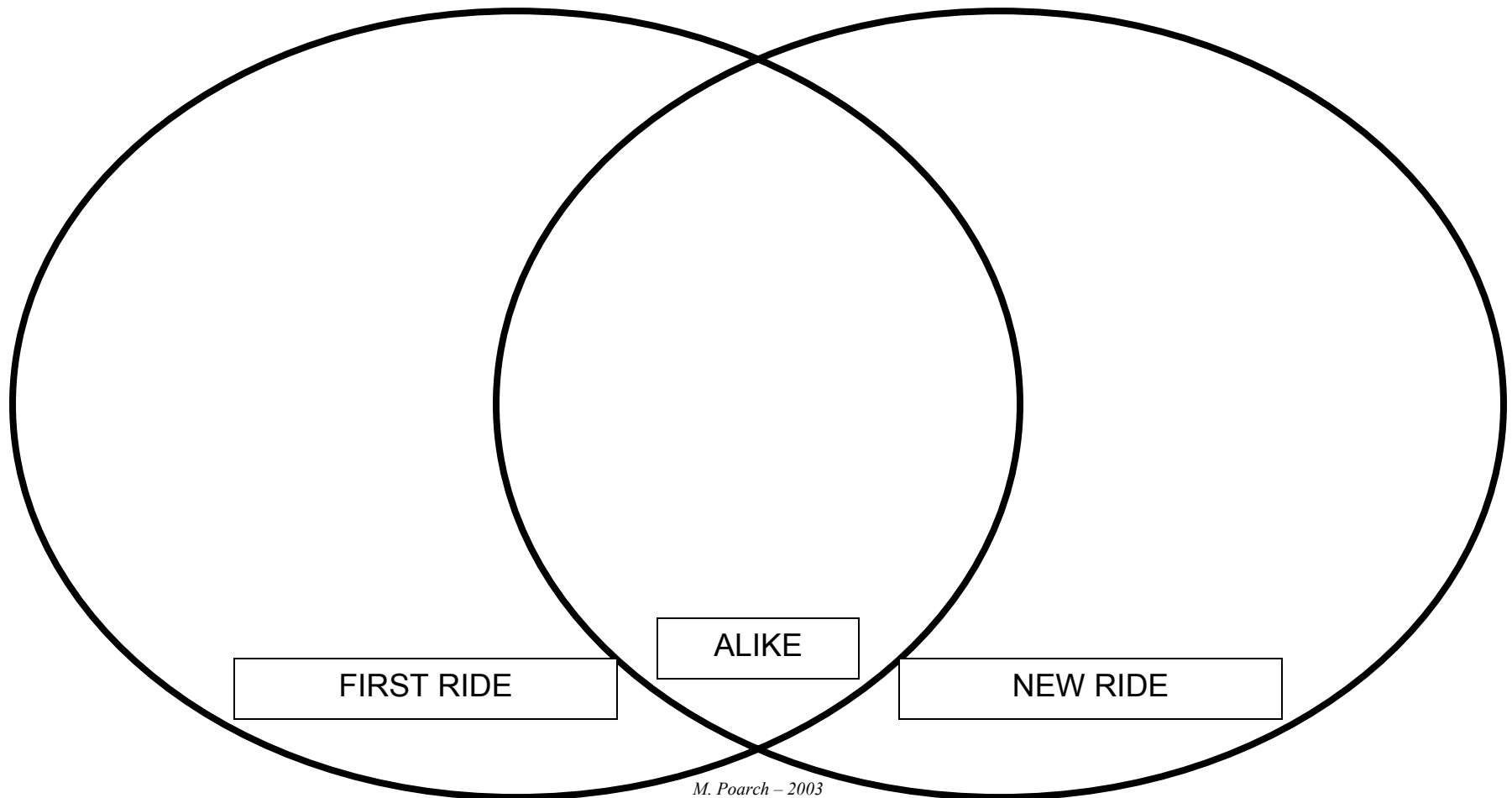
Draw your new vehicle here:

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Conclusion:

Use a Venn diagram to compare (tell how they are alike) and contrast (tell how they are different) the first airplane ride and the new one that you designed.



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Extension:

Experiment to see if you can add wheels to make the vehicles roll instead of fly.

Describe and / or draw what you did and what you found out.