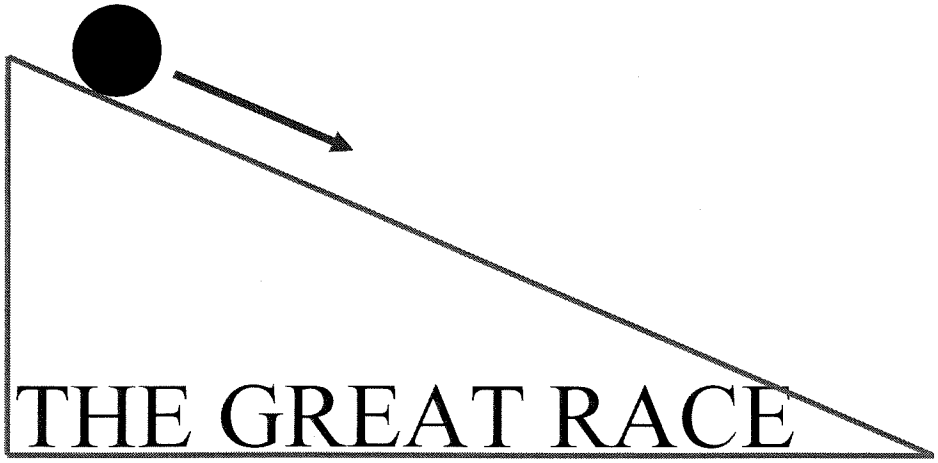


THE GREAT RACE

REVIEW

- Groups of 2
- Run 25 races between any 2 objects
- Data table: record types of objects and winner of each race
- If tie, run again. If still a tie, call it such.
- After 25 races:

  Race-off between winners

  Race-off between losers
- Review your data, look for patterns, write down: Winner, loser, and factor(s) why
- We will review results tomorrow.

Turn in data table with:

⇒List winner, loser, factor(s) from your data.

⇒A paragraph with 3 observations:

--What "seemed" to win/lose and why.

--What REALLY won/lost and what factors REALLY apply.

--What did you learn? Were you surprised?

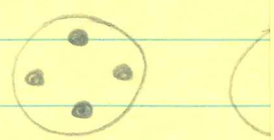
~~Newton burger = 1/4 pounde...~~ ~~...slide~~
~~Vel... (...in)~~ ... only one ... one → **Variable**

Great Rac...

0 – Heavy h... Weight
2 – spher... Shape
1 – Large ... Size

...udents ...one

3– 2 wood... Dist.



Solid cyl...)
Solid sp... ball)

Applicati...

– Race – ...
teacher pick 1 of remaining 2 and will always win

This will always win if place weight forward

4 Tootsie "roll"

Great Race

Large metal hoop v. glass marble → Weight
Large v. small glass marble → Size
metal hoop v. solid hoop (cylinder) → Shape
metal hoop v. sphere
Solid hoop v. sphere

→ Distribution

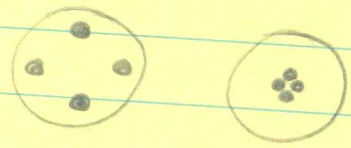
Solid sphere v. ping pong ball
Solid cylinder v. hoop (ice skating)

Heat Race — Sound effects (#25) at a time → Vari
— Student volunteer

0 — Heavy hoop vs glass marble, glass marble v. steelie Weig
2 — sphere → Cylinder → Hoop Shap

1 — Large + small glass sphere, large vs small hoop Siz
↓
"cheat" - hold one back
Roll larger in front, students can't see little one

3 — 2 wood disks — same mass
— different distribution Dist.



Solid cyl vs hoop (~~Olympic bike wheels~~)
Solid sphere vs hollow sphere (ping pong ball)

Application - ice skating

— Race — 3 Wood disks, students pick 1, teacher pick 1 of remaining 2 and will always win

This will always win if place weight forward

4 Tootsie "roll"