THE GREAT RACE

Purposes: Given 16 objects that roll, race pairs of them down an incline plane:

Determine which object rolls the fastest.

Determine which object rolls the slowest.

State 3 or 4 factors that you think influence the rate at which a given shape rolls.

Procedure:

Same lab partner as last lab only partners switch who records everything.

Choose any two objects (wisely, meaning ones that you are not sure which will win).

Record what they are in the data table.

Record which one you each of you think will win.

Start them by holding them evenly with a plastic ruler at the top area of an incline plane.

Let them go noting which reached the bottom the quickest.

Record which one actually won.

If they tie, try them two more times. If they still tie, record tie.

Roll at least 18 pairs of objects.

Record fastest and slowest of the 18 objects.

Write down 3 or 4 factors that you think influence the rate at which a given shape will win or not.

Make sure you have all 16 objects neatly back where you found them.

DATA TABLE (examples are made up and not necessarily the winner)

Trial	Object	Object #2	Joe's	Xou's	Actual
#	#1		Prediction	Prediction	Winner
1	Golf ball	Pool ball	Pool ball	Pool ball	Pool ball
2	Large cardboard ring	Smaller cardboard ring	Larger ring	Larger ring	Smaller ring
3	Super ball	Empty pop can	Empty pop can	Super ball	Empty pop can
4	marble	steely	tie	steely	Tie, not consistent winner
5					
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18					

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Fastest item was the:	Slowest item was the:

Factors that influence the rate: (Not necessarily true, just an example.)

- 1. A ring will always beat a sphere. Thus shape might matter.
- 2. A small ring always beats a large ring. Thus how far the mass is from the center of rotation might matter.
- 3. A lighter object will always beat a heavier object if they are same size and same shape. Thus mass matters if the same shape and size.
- 4. ...