

S.C.R.A.P. Challenge

Mission

Investigate how launch conditions and design changes influence flight distance.

Student Guide

Level 2

Questioning and predicting

1. Sketch a design for your rocket.

Make sure you label all the parts of your rocket.

Think about:

Nose cone shape

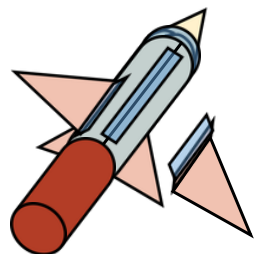
Number of fins

Fin position

Body length

Fin shape

Fin size

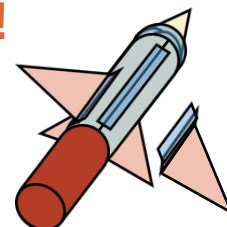


2. Choose **one** part of your rocket that you will change and test:

I am going to change _____

3. Make a **prediction**. What do you think will happen when you change that part of your rocket?

Now, it's time to build and launch your rocket!



Testing and recording

Collect data about your rocket launches:

Rocket description	Launch Distance	Notes / Changes
First rocket design		
Changed rocket design		

Which design travelled the furthest? _____

What was the difference between the distances? _____

Comparing

1. Did your results match your prediction? Why/why not?

2. Was this a fair test? Why/why not?
