

Taking Time for Teamwork

Launching Projectiles

Author: Robyn Kademan

Author: Shawdi Nesbit

ELE90/107004

ISBN: 978-0-7877-2070-4

Release Date 2015

Copyright © 2011 Lorenz Educational Press, a Lorenz company.

P. O. Box 802

Dayton, OH 45401-0802

www.LorenzEducationalPress.com

All rights reserved.

The pages in this packet were originally published in
Taking Time for Teamwork, (ELE90/1070).

Permission to print or photocopy the student activities in this book is hereby granted to one teacher as part of the purchase price. This permission may only be used to provide copies for this teacher's specific classroom setting. This permission may not be transferred, sold, or given to any additional or subsequent user of this product. Thank you for respecting copyright laws.



Lorenz Educational Press
Milliken Publishing Company
Teaching and Learning Company
Show What You Know® Publishing
LEP interactive

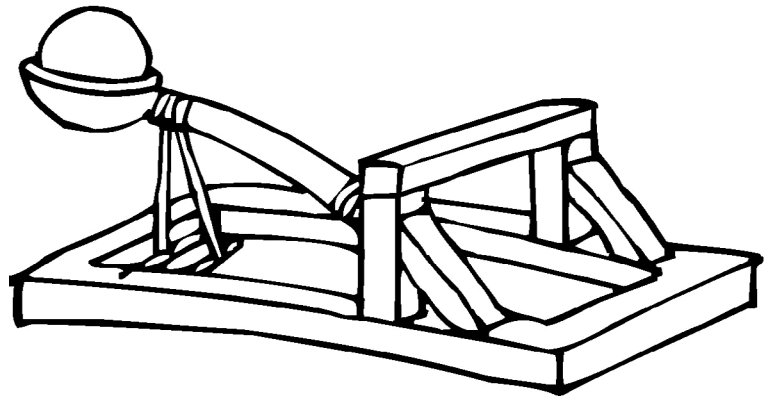
The Great Ping-Pong Catapult

Challenge

Build a catapult that will propel a ping-pong ball onto a target.

Supplies

- 1 piece of wood for the base
- 1 ping-pong ball
- 4 popsicle sticks
- 3 paper clips
- 1 plastic spoon
- 2 small plastic cups
- 4 thumbtacks
- 4 rubber bands
- 50 cm of tape
- target



Requirements

1. At least five different supplies must be used.
2. The contraption must be completed within the time limit.

Testing and Scoring

Group goal – Each group should create a working catapult.

- Students may not touch the ping-pong ball during the launch. Students can place the ping-pong balls into the contraption, but they can't do anything else.
- The contraption must be placed on the table and stay there during launch.
- Where the ping-pong ball first hits will be where it is scored.

Scoring – Each catapult will get three launches to earn as many points as possible.

Teacher Notes

- Goggles are recommended for safety.
- You can make the target on the wall or on the floor.
- You may have multiple targets worth more points.
- At the end of the activity, have students salvage as many of the unused or unbroken supplies as possible for use in other classes or for other activities.

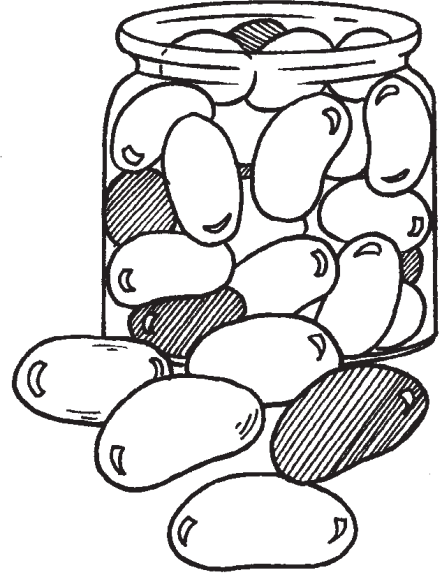
Jellybean Throw

Challenge

Build a contraption to accurately launch as many jellybeans as possible through a target.

Supplies

- 5 jellybeans
- 1 clothes pin
- 1 sheet of paper
- 1 plastic spoon
- 5 paper clips
- 40 cm of tape
- 10 popsicle sticks
- target with a coffee can-sized hole cut out of it



Requirements

1. At least five different supplies must be used.
2. The contraption must be completed within the time limit.

Testing and Scoring

Group goal – Each group must accurately launch at least one jellybean with the catapult.

- Students may not touch the jellybeans during the launch. Students can place the jellybeans into the contraption, but they can't do anything else.
- The contraption must be placed on the table and stay there during launch.
- If a jellybean hits the paper and bounces through the hole, it counts as a successful launch.

Scoring – The contraption that successfully launches the most jellybeans into the target will be declared the winner.

Teacher Notes

- Goggles are recommended for safety.
- This activity is great after holidays when jellybeans can be purchased inexpensively.
- You can determine if there is a time limit for the launching or if you want to give unlimited time to get as many of the five jellybeans through the hole as possible.
- Jellybeans can be reused or eaten depending on your school's nutrition requirements
- At the end of the activity, have students salvage as many of the unused or unbroken supplies as possible for use in other classes or for other activities.