

Taking Time for Teamwork

Creating Vehicles

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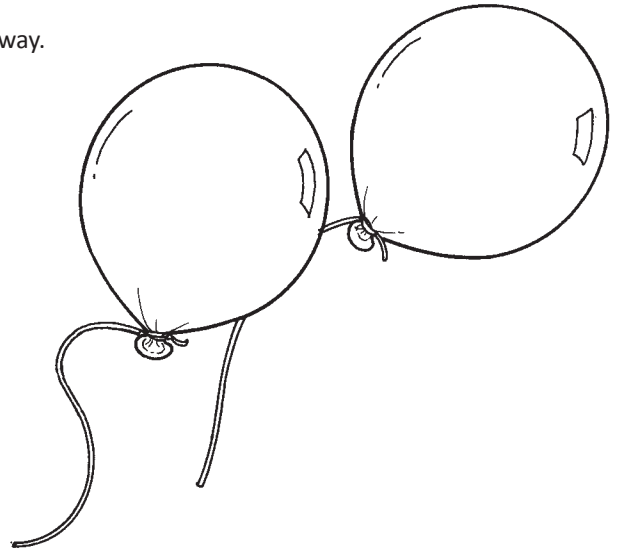
Balloon Racer

Challenge

Build a balloon-propelled car that can travel the farthest down a hallway.

Supplies

- 1 piece of cardboard
- 2 bendy straws
- 1 balloon
- 1 ft. of masking tape
- 4 note cards
- 8 paper clips
- 1 ft. of foil
- meter stick for measurement



Requirements

1. All types of supplies must be used (but you do not need use all of each type).
2. The car must be completed within the time limit.

Testing and Scoring

Group goal – Teams must create a car that can travel at least 1 meter.

- The vehicle must begin completely behind the starting line.
- The vehicle's movement must be started by simply letting go of the car. Any cars that are pushed will need to restart.

Scoring – The car that travels the longest distance will be declared the winner.

Teacher Notes

- Put a tape line down to represent the starting line.
- Testing on a slight incline might help cars travel farther.
- If you want multiple winners, set a finish line that all winners must cross.
- 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.



Tin Foil Car

Challenge

Create a car completely out of tin foil that can travel 2 meters down a hallway.

Supplies

- 50 cm piece of tin foil
- 4 toothpicks
- tape to mark the starting and finish lines
- meter stick or metric measuring tape for measurement

Requirements

1. All supplies must be used.
2. The car must be completed within the time limit.

Testing and Scoring

Group goal – The tin foil car must travel 2 meters.

- The vehicle must begin completely behind the starting line.
- The vehicle's movement must be started by one push. Once started, it must move without any outside help.

Scoring – The car that can travel the farthest will be declared the winner.

- If any part of the car crosses the finish line, it will be considered a winner.

Teacher Notes

- Put a tape line down to represent the starting line.
- Testing on a slight incline might help cars travel farther.
- 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.

