

Investigation 2: Airplane Ride

Procedure, Part 1:

1. Use the book and the picture to construct an airplane ride from the K'Nex kit



Journal:

Explain what you had to do to build the airplane ride. Describe any problems you had and how you solved the problems.

Investigation 2: Airplane Ride, continued



Observations:

1. What happens when you turn the crank for this ride?

2. What do you think causes the planes to move away from the center?

3. Does the speed you turn the crank make a difference?

4. Look at the direction of the crank, the gears, and the planes. What do you notice?

Investigation 2: Airplane Ride, continued



Question: Does changing the direction of any of the parts of the airplane affect the way the model works?

Procedure:

Write what you had to do to answer the question:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____

Observations:

Describe what happened when you changed the model.

Investigation 2: Airplane Ride, continued



Question: What happens when you change the airplanes to another type of flying vehicle?

Data:

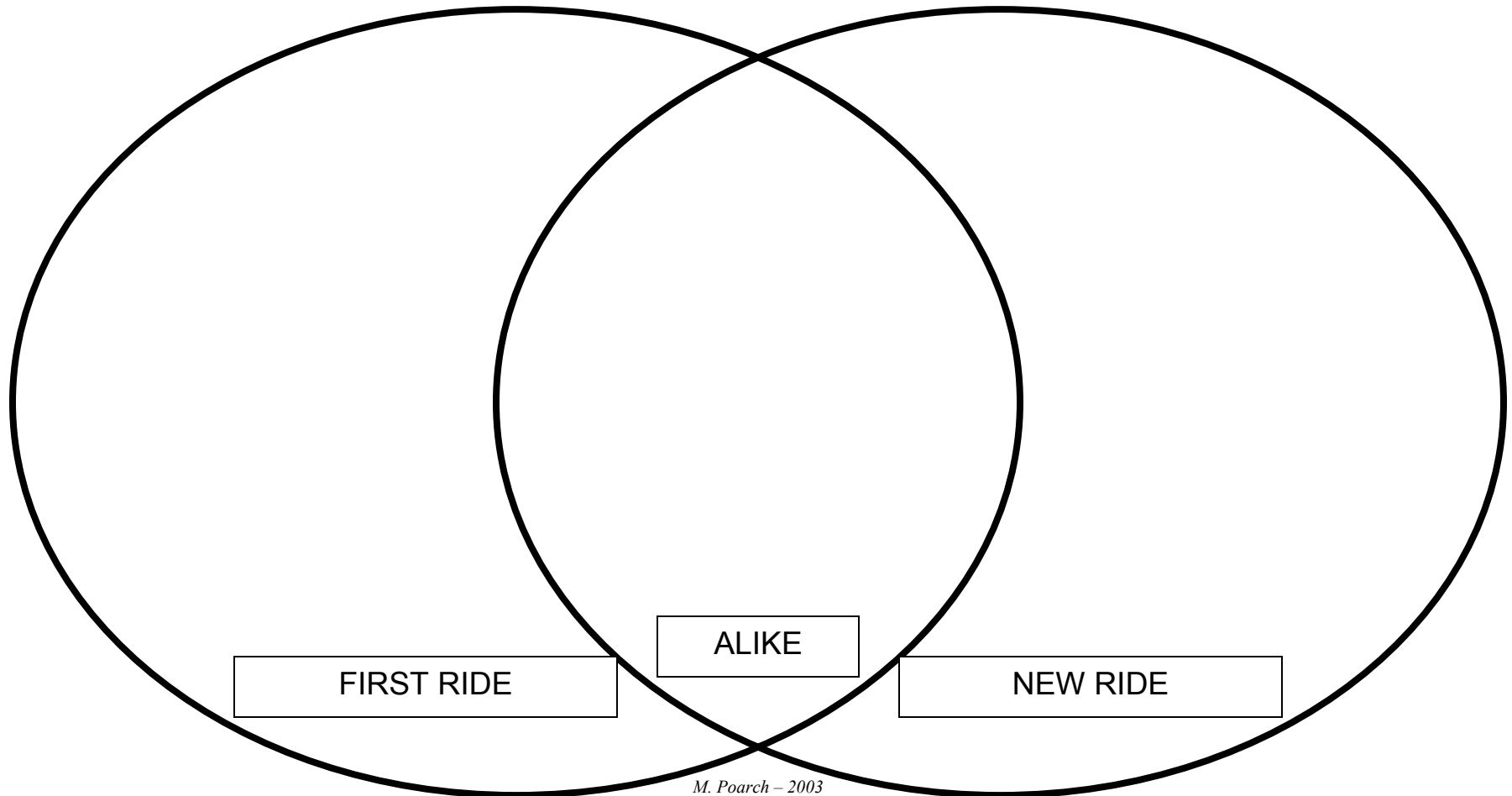
Draw your new vehicle here:

Investigation 2: Airplane Ride, continued



Conclusion:

Use a Venn diagram to compare (tell how they are alike) and contrast (tell how they are different) the first airplane ride and the new one that you designed.



Investigation 2: Airplane Ride, continued



Extension:

Experiment to see if you can add wheels to make the vehicles roll instead of fly.

Describe and / or draw what you did and what you found out.