

## What You Need

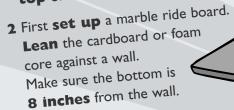
- large piece of cardboard or foam core (about  $20 \times 30$  inches)
- ruler
- masking tape
- · building materials (things like construction paper, paper towel tubes, sandpaper, yarn, cloth, cotton balls, sponge, clay)
- marble



To slow the speed of the marble, you need to think about two things: the angle of the ramps and friction. The steeper the ramps, the more the marble will speed up. The less steep the ramps, the less the marble will speed up. As the marble moves down a ramp, there is friction between the marble and the ramp. Friction is a dragging force that happens when objects roll or slide against each other. Rough surfaces produce more friction than **smooth** surfaces. So if you roll a marble across a rough surface, like a ramp covered in sandpaper, there will be **more** friction to slow it down. How did you design your marble ride so it was as slow as possible?

## Marble Ride

I Design a roller coaster ride for a marble. The goal is to have your marble go slow, so it takes as long as possible to go from the top of the board to the bottom.





- 4 Start building!
- 5 Each time you add a new part to your Marble Ride, test it with your marble.
- 6 When you're ready, time how long it takes your marble to go from start to finish. Then **record** your result in the table on the back of this sheet.

## Redesign 1t!

Make **changes** to your Marble Ride so it lasts longer. What other materials can you add to **slow** down the marble? What changes can you make to increase friction? Choose one thing to change (that's the variable) and make a **prediction**. Then test it and send your results to ZOOM.

Sent in by Jenny, Anna, Erin, Becky, Jessica, and Jackie of Page, AZ













## Here's my marble ride.

(Draw your design and label the parts.)

**Test** your Marble Ride three times and **record** the times

send It to ZOOM™! Tell us about your design at pbskids.org/zoom

below. Then figure out your average time.

Time (in seconds)

Trial I	Trial 2	Trial 3	Average Time
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····· (Add each time together. Then divide the sum by 3.)