

# Homework: Toy Project

Due March 30, 2009

Do not try to turn this in before the due date!

You are expected to put forth time and effort on this project!

Your job is to design a toy that rolls, spins, or slides using what you have learned about balance and motion.

## Project Guidelines:

1. Try to use materials you already have at home. (cardboard, popsicle sticks, foil, plastic containers, buttons, spools, etc.) You can also recycle PARTS of old toys. If you HAVE to buy something do not spend more than \$3.00. List the materials you will use in the space provided.
2. Make a sketch of your toy and label it. (Use the space provided.)
3. Test your toy and collect data. Record it on a data chart to be turned in with the project. (Remember - scientists often use measurement tools to collect data.)
4. Use your data to decide how your toy could be improved. Make changes to your toy to improve it. Draw another sketch and label it. Make sure you point out the changes you made.
5. Bring your toy and the attached paperwork to school by Monday, March 30.
6. It's okay to use your own paper to make sketches and record data . If you do, turn it in with your toy.

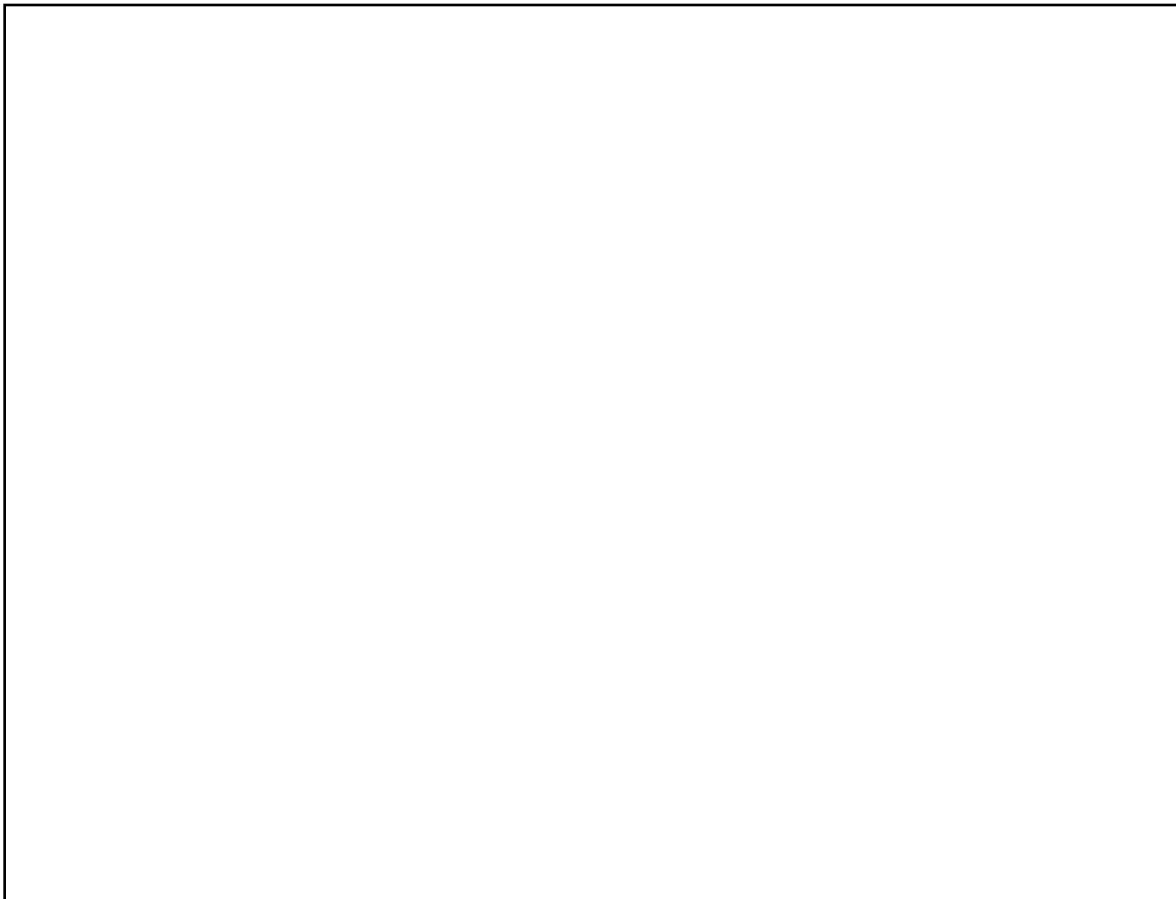
This page **MUST** be turned in with your toy.

name \_\_\_\_\_ date \_\_\_\_\_

What materials will you use to build your toy?

_____	_____
_____	_____
_____	_____
_____	_____

Draw a sketch of your toy below. Don't forget the labels!



This page **MUST** be turned in with your toy.

name \_\_\_\_\_ date \_\_\_\_\_

Test your toy. Make a table in the box below to record your data.

--

Draw a new sketch of your toy. Label it. Don't forget to show the changes you made to improve your toy!

