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# Instructions

## Materials Needed

- Car Ramp Experiment Printable
- Printer and paper
- Pen / pencil
- Long rectangular wooden blocks
- Smaller building blocks
- Toy cars



## What's Included

**Car Ramp Experiment**

Adjust the height of the ramps and find out which car goes furthest.

Ramp Height	Trial 1	Trial 2	Trial 3
Tall Ramp			
Short Ramp			

Adjust the weight of the cars and find out which car goes furthest.

Car Weight	Trial 1	Trial 2	Trial 3
Light Car			
Heavy Car			

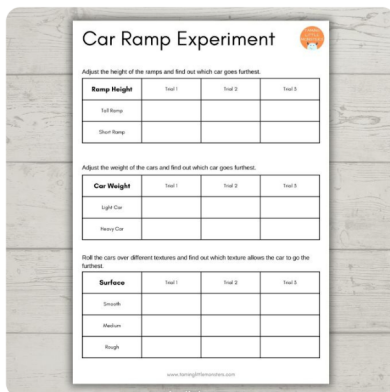
Roll the cars over different textures and find out which texture allows the car to go the furthest.

Surface	Trial 1	Trial 2	Trial 3
Smooth			
Medium			
Rough			

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## Car Ramp Experiment Results Recording Sheet

## Instructions



1

Download and print the following page onto a sheet of paper.

You'll want at least 1 recording sheet for each group of children doing the experiment.

2



Set up your ramp using foam building blocks and a piece of wood.

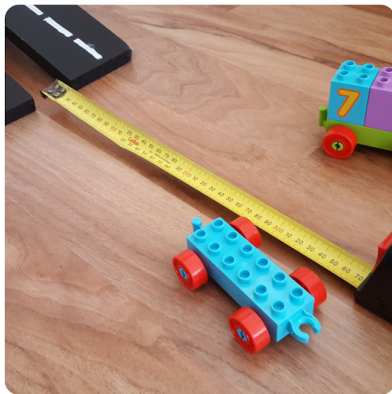
3



Place the car at the top of the ramp and let go.

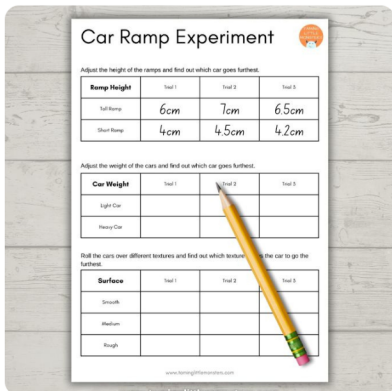
Make sure to only let go of the car and not to push it. Otherwise your results will be invalid.

4



Measure the distance from the bottom of the ramp to the end of the car

4



Record your results.

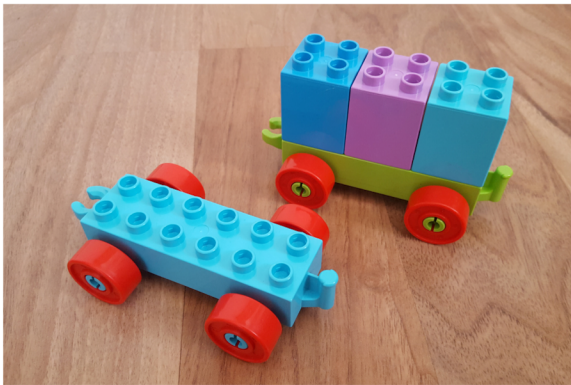
Compare and analyze what your results tell you.

## Experiment 1



Change the height of the ramp to see how it affects the distance the car travels.

## Experiment 2



Change the weight of the car to see how it affects the distance the car travels.

You can also use playdough to attach a pebble to the top of a toy car.

## Experiment 3



Change the texture of the surface the car will roll over. You'll need:

1. Smooth (wooden / tile floor)
2. Medium (carpet)
3. Rough (grass)

# Car Ramp Experiment



Adjust the height of the ramps and find out which car goes furthest.

<b>Ramp Height</b>	Trial 1	Trial 2	Trial 3
Tall Ramp			
Short Ramp			

Adjust the weight of the cars and find out which car goes furthest.

<b>Car Weight</b>	Trial 1	Trial 2	Trial 3
Light Car			
Heavy Car			

Roll the cars over different textures and find out which texture allows the car to go the furthest.

<b>Surface</b>	Trial 1	Trial 2	Trial 3
Smooth			
Medium			
Rough			