Science Olympics

 Newton’s Laws of Motion

Object: You are to design something that will demonstrate all three of Newton’s Laws of Motion. Your project will be similar to the “Mousetrap” game; where each action causes another action to occur. You will need to have at least three components with one final action (this makes a total of four!) The initial force must be something other than your energy – it can be gravity or a mechanical force of some kind. During your ‘presentation’ of this project, you must be able to articulate how you have incorporated each of the laws.

Principles to Apply: (to be discussed in class)

* Newton’s three laws of motion
* forces

Skills: Application of what you know into an actual product!

 Clear articulation of the application

# Date Due: Friday, November 15

Points Awarded:

* 20, 15, 10– Outstanding ability to apply ideas to an actual product
* 10- design bonus – awarded to the three designs that demonstrate effort and originality
* 20, 15, 10 – Outstanding ability to articulate the application of Newton’s Laws within your project.

There are examples on our website.

Many students choose to create the product at home and to videotape their ‘presentation’ of the laws. This is completely acceptable and encouraged.

Have fun and be creative!