

4. Ramp Height

Build Knowledge

INTRODUCTION

What Students Do in this Activity

In this activity, students begin to work in a more structured way with the cars and ramps. Students experiment with how ramp height affects how far cars move the crash box. Pairs of students choose one car to work with and explore how far the car moves the crash box when it is rolled down different ramp inclines. They record their data on ramp height and how far the crash box moves in a table and begin to draw conclusions (or reinforce prior knowledge) about the effect that ramp height has on how far the crash box is displaced. They also record their observations through drawing.

A-Ha

The higher the ramp, the more potential energy the car at the top has (as long as the car is launched from the top of the ramp each time). A car with more potential energy will have a higher velocity when it reaches the end of the ramp and—because momentum is the product of velocity times mass—it will also have more momentum.

Objectives

Students will:

- Explore how scientists conduct trials
- Explore how the height of a ramp affects a car's momentum
- Share their results and discuss any conflicting results, as do scientists

Time

Because this activity is done by two pairs of students at a time, it will take a while to rotate all the students through the cars and ramps center. Refer to the Rolling Things Calendar (page 31) for additional information.

CLASSROOM ACTIVITY

Presenting the Activity – Whole Group

1. Gather students for circle time.

Have students sit next to their partners in the circle.

2. Remind students of Letter from EarthToy Designs, Reproducible Master 2.

In particular, emphasize the line that says, *“We want to figure out: 2. How the height of the ramp changes a crash.”*

3. Ask students to think about how they might test how the ramp height changes the way a car crashes.

Have students turn and talk to their partners about strategies for testing ramp height.

Encourage students to talk quietly and listen to their partners attentively. If students’ conversations do not stay on topic, remind them that they should be discussing how they might carry out the tests. After about 45 seconds, ask some pairs to share their thoughts about how to test how the ramp height affects the way a car crashes. Some possible answers include the following:

- *We’ll start with the ramp at the highest spot and roll a car down. We’ll mark how far the crash box moves. Then we’ll try all the other heights the same way.*
- *I think we should try every kind of car at every height.*

4. Validate and synthesize students’ responses.

For example, say, *“What I think I’ve heard is that…”* If appropriate, add, *“These are great ideas, and we are going to use some of them. You also will have a chance to try out some others as well.”*

5. Step through a procedure for testing how far the crash box moves using the ramp and cars in the center of the circle.

Explain that scientists and engineers are very careful about how they carry out tests.

Elicit students’ ideas about why scientists and engineers are careful about their testing. For example, you might ask them: *“Why do you think they need to be so careful?”* If students have trouble explaining why, it might help if you give them an example, such as, *“Why would an engineer need to be careful when she tests the metal that she’s going to make a bridge out of?”* Guide students in thinking about problems that might arise if she is not careful. For example, the bridge might fail and cause people to be hurt.

TEST RAMP SETUP

1. Set the ramp  to one height.

2. Put a car  on the line.

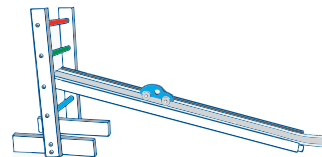
3. Let the car  go.

4. Put a sticky flag  where the

crash box  stops.

5. Record your results in Reproducible Master 5

6. After the 3 trials, change the ramp height and start over.

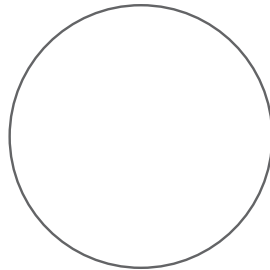


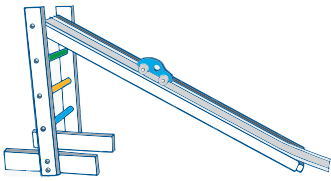
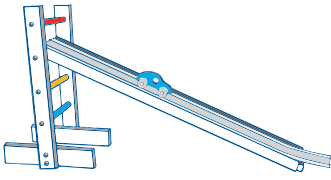
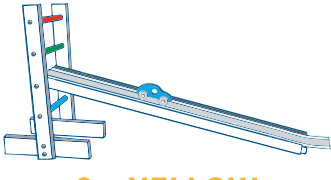
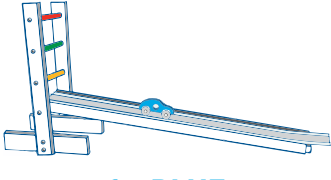
RAMP HEIGHT RESULTS

Names: _____

We tested this car:

Put a sticker in the circle below for the car you tested.



RAMP HEIGHT	TRIALS		
	1	2	3
 4 - RED			
 3 - GREEN			
 2 - YELLOW			
 1 - BLUE			