

Homework: Toy Project

Due Friday, January 22, 2016

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

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

Parent Note: We are giving students about a month to work on this project because we want to respect family time. Some families have busy schedules during the holidays, while others welcome a project to keep their child busy. We want students to put forth time and effort, but not necessarily a month's worth!

Your job is to design a toy that moves or balances using what you have learned about balance and motion. You **must** make changes to your toy to make it work better.

Project Guidelines:

1. Use recycled or inexpensive 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 \$5.00. 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. Think about the variables that change how your toy moves and/or balances. 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 on Friday, January 22, 2016
6. You may need to use your own paper to make sketches and record data. Turn it in with your toy if you do.

This page MUST be turned in with your toy.

name _____ # _____ date _____

What materials do you plan to use to build your toy?

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

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

What variables do you think will affect the movement or balance of your toy?

Test your toy. Make a table or chart 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!