

Name _____

Date _____ Lab Partner(s) _____

PAPER ROLLER COASTER LAB

The Great Paper Roller Coaster Challenge

INTRODUCTION AND OBJECTIVES

The local amusement park has issued a challenge to roller coaster designers to determine who should build their next roller coaster. You'll need to prove that you can make an exciting roller coaster, have fun working together and testing your model for the challenge day.

EQUIPMENT NEEDED

- Paper Roller Coaster pieces on card stock
- Scissors
- Tape
- cardboard base
- Paper Roller Coaster instruction manual
- ruler (optional)
- pen (optional)
- magazine (optional)

OBJECTIVE

Your Paper Roller Coaster must meet all of the following requirements:

1. height between 30 cm and 100 cm
2. track length must be at least 150 cm
3. at least one loop
4. at least six turns
5. bucket at end to catch marbles
6. decorations

Checklist			
Column		Straight track	
Beam		Sharp turn	
Diag. Support		Wide turn	
Shelf		Funnel	
Bracket		Loop	

PROCEDURE

Build a Paper Roller Coaster using the supplies that your teacher provides. The roller coaster should be exciting, reliable, and take a long time for the marble to travel from the start to the finish. Look at the scoring sheet below before you begin. Good luck!

TESTING

After you're done building, your teacher will test your Paper Roller Coaster by placing one marble at a time on it. Record the amount of time that it takes for each marble to reach the bucket at the end of the track. If the marble gets stuck or falls off of the track, write N/A for that trial.

Trial #1 _____ seconds

Trial #2 _____ seconds

Trial #3 _____ seconds

Trial #4 _____ seconds

Trial #5 _____ seconds

Total time for all trials = _____ seconds

Enter your total time for the five trials in the chart at the right. Your teacher will help you complete the rest of the chart.



Category	Points
Total time (5 trials) each second = 1 point	
Reliability Bonus (30 points if all trials reached the bucket)	
Height > 30 cm and < 100 cm (10 points)	
Track length > 150 cm? (10 points)	
At least one loop? (10 points)	
At least six turns? (10 points)	
Bucket at end to catch marbles (10 points)	
Uphill sections (5 points for each section of the track where the marble goes uphill)	
Decorations (up to 30 points)	
Construction quality (up to 30 points)	
Excitement value (up to 30 points)	
total construction score	