

Going the Distance

When the team enters the room, tell them this is a hands-on problem

Judge Reads to Teams:

This is a two-part problem. In part one, you will have 6 minute to build a device from the materials provided. In part two, you will have 2 minutes to present your solution to the problem. You may ask questions during your think time, however, time continues. Once time begins, it will not be stopped.

Your problem: In part one, you will have 6 minute to build a devise that will be used to get an empty soda can to travel the greatest distance possible. No human power may be used to move the empty soda can forward. You may not move the empty soda can by direct or indirect human power. Meaning, the empty soda can and the devise must be at rest when released. You may use only the items provided. When time starts in part two, only the team's longest distance will be recorded. You may try as many attempts as possible during the 2 minutes in part two. Re-read the Problem. Then start the timer.

Supplies given to the team: one plastic shopping bag from your favorite store with the following items inside; Empty soda can, large paper or plastic plate, 10 toothpicks, 4 plastic straws, balloon, 2 plastic spoons, large Styrofoam cup, 8' tape measure, 6" square of contact paper, sheet of plain paper, business size envelope, small bottle of sticky glue, two rubber bands, scissors.

Coach: Let the team get creative. Nothing said the can had to keep its shape. The team may use the plastic bag and the tape measure for their device, but don't tell them this unless asked. When measuring distance traveled, be sure to measure the path traveled, not the distance from the initial start point. Linear direction is fine, but how can the team get more points for distance traveled? I have a great idea in mind to get the can to travel over 50 feet even in a 10 x 10-foot room. Let's hear those ideas and maybe, just maybe, I will give you a clue as to how I solved the problem.