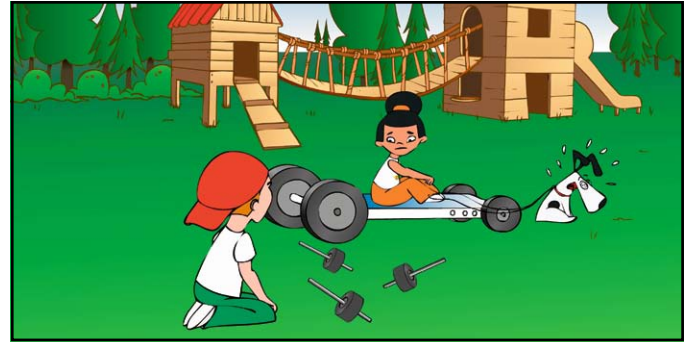


# Flywheeler

Name(s): \_\_\_\_\_

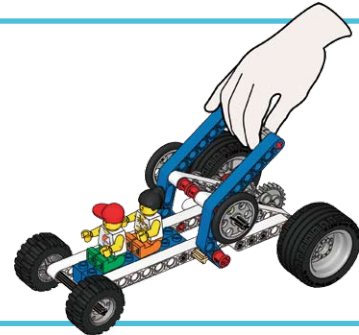


Could the spinning of a spinning top help a push-along car move, and will it travel further – and for a longer time? Let's find out!

## Build the Flywheeler

(all of book 10A and book 10B to page 10, step 20).

- Make sure it rolls smoothly
- If it stops too quickly, loosen bushings and make sure all other elements fit tightly

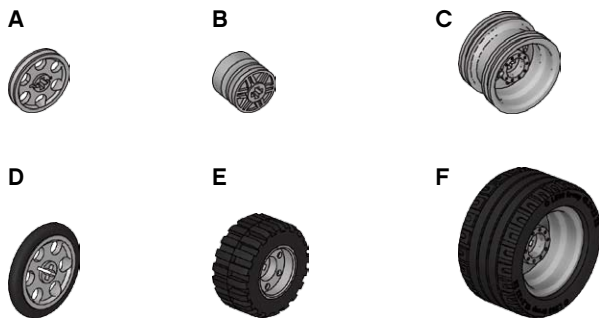


## What makes a good flywheel?

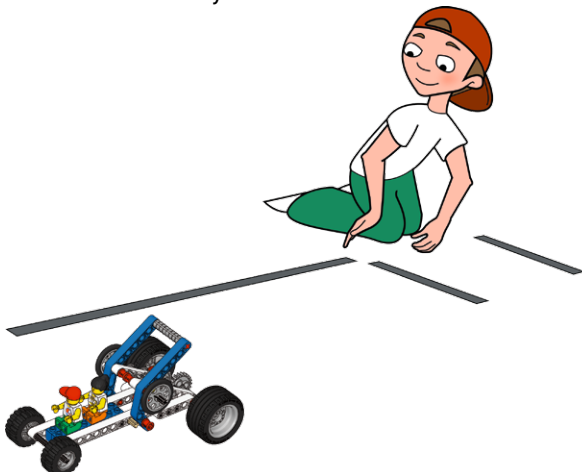
Predict and test how far each model will roll:

- With at least 3 different flywheels or combinations
- With the same run-up
- Launched at the same speed

Optional: time how long each car rolls for



Test at least 3 times with each flywheel combination to achieve a scientifically valid answer.



My combination	My prediction	Actual distance	Time
A+B			

## Shakey Brakey

(book 10B page 17, step 3).

What happens if your flywheel is unbalanced?

**My prediction:**

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**And this happened after testing:**

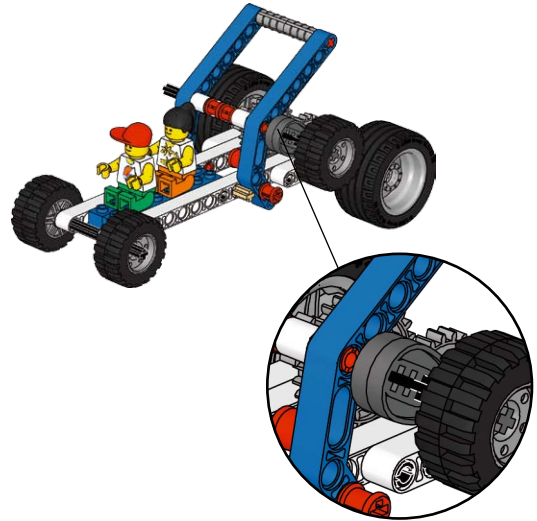
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### Also try:

- Climbing up hills
- On smooth floors and carpets
- Climbing over an all-terrain obstacle course, e.g. a pile of LEGO® bricks!

## My Fab Flywheeler

Draw and label your Flywheeler design.  
Explain how the 3 best bits work.