

Landing Zone Design Sheet

Name: _____ Date: _____

INSTRUCTIONS

- Use this sheet to design and validate the landing zone for Storm-the-Castle.
- STEP 1 (Activity 3.3) — Plot your 10 launches from Activity 3.2 on the grid below. The catapult sits at the bottom center (origin).
- STEP 2 — Sketch a Large Prize zone (red) around a sparse area where about 1 out of 10 launches landed.
- STEP 3 — Sketch a Small Prize zone (yellow) around a denser area where about 4 out of 10 launches landed.
- STEP 4 (Activity 4.1) — Plot your 25 validation launches in a DIFFERENT color. Update your zones if needed.



▲ Catapult sits at the bottom center ▲

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STUDENT HANDOUT 5

Game theme / name:

Design notes (1–2 sentences on why you placed each zone where you did):

Revision notes (after Activity 4.1 validation):
