

Establishing Testing Procedure

Group Members:

Date:

Period:

Part 1. Practice Launch Data

Record each trial distance in feet, to two decimal places. If a throw doesn't count (wrong release, glider was dropped), note it and redo that trial.

Round 1 (Inconsistent)	
Trial	Distance (ft)
1	
2	
3	
4	
5	
Range	

Round 2 (Consistent)	
Trial	Distance (ft)
1	
2	
3	
4	
5	
Range	

What patterns do you notice in your data? Did you notice a difference between round 1 and round 2?

Part 2 — Our Class Testing Procedure

As a class, agree on a procedure to launch the glider. Write the steps below exactly as the class decides. Use this exact procedure for all testing in Activity 4 — do not change it once it's set.

[illegible]