

EVENT #2 - WIND CAR RACE

Goal: Design a wind powered car that crosses the finish line the fastest.



Materials List

- Wheels (3D Printed, Lego or K'nex, bottles caps, etc)
- Cardboard
- Craft Sticks
- Construction Paper
- Masking Tape and/or Hot Glue
- Measuring tape OR mark the floor with a start and finish line at least 3 meters apart.

Lesson Highlights

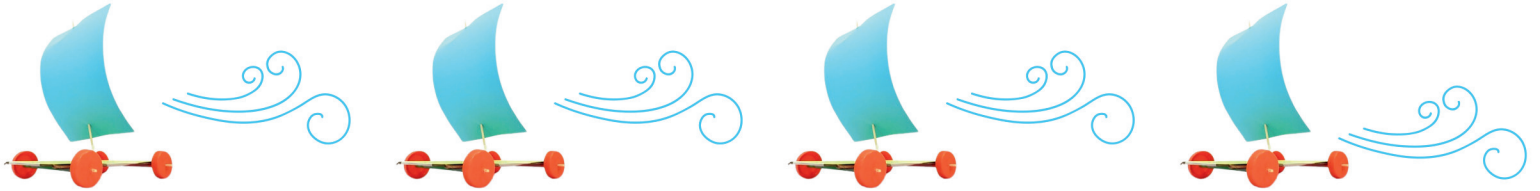
- Prompt the students to give examples of how we use the wind to power things. (Windmills, sailboat, etc.)
- Show an example of a wind turbine to illustrate how we use the wind to create energy. A wind car also converts the wind into energy!
- Explain the basic design of a wind car - a chassis with wheels and a sail attached to catch the wind. Prompt students to explain what they think would help a wind car go the fastest (balanced, not too heavy or too light, etc.)
- Allow ample time for making the car and testing multiple times

Measure Success: In the final event, students will get two chances to race their wind car. We will count the fastest time and the fastest overall car wins!

Each student who completes the workshop should receive a sign-up flyer!



You Did It!



You've qualified for the WIND CAR RACE the LANCASTER STEM SHOWDOWN!

Follow the link below to sign up for the competition on DATE and TIME at PLACE.

Space may be limited, so be sure to sign up now!

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