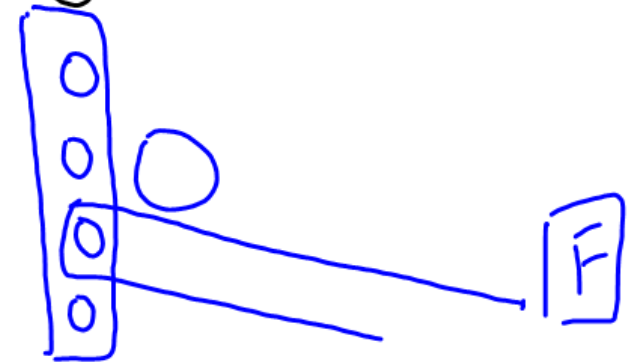
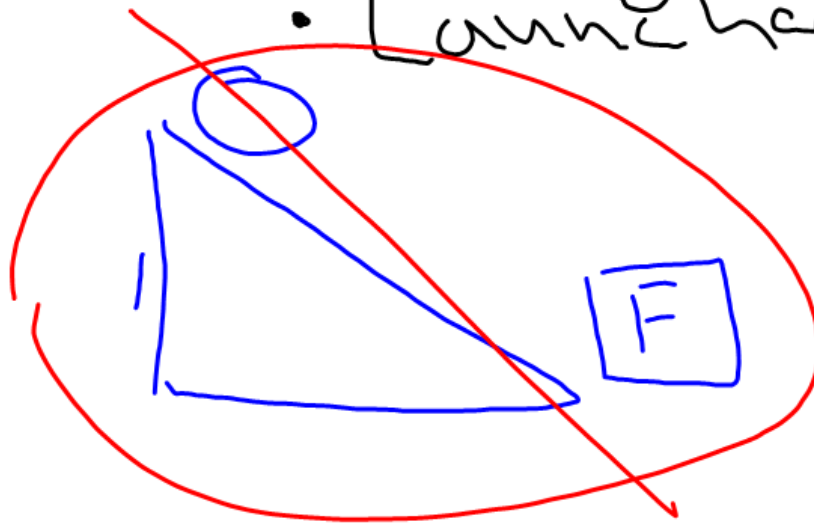


Momentumometers are due Friday -- there will be no additional time to work on these in class.

# 1. IDEAS

- Toys or Games
- Moving Parts
- Launched Objects



3 DIFFERENT  
ADJUST-  
MENT

1. LIST 5 DESIGN IDEAS
2. PICK A PARTNER  
OR SOLO  
↳ GET APPROVAL  
FROM A TEACHER
3. CHOOSE A DESIGN

4. What ARE YOU MEASURING & How ARE YOU GOING TO ADJUST IT?

5. 4 THUMBNAIL SKETCHES  
PER PERSON  
SOLD = 8

If you were absent on this day, please do the following:

1. Come in and ask either Mr. Kirsch or Mr. Bregar what the final project is about.

2. On a clean sheet of paper, turn in the following:

- Five different ideas you have about a possible project.
- Who you intend to work with as a partner (you may work by yourself).
- Indicate which of your five ideas you wish to do.
- Indicate, in a sentence or two, what quantity (force or motion) you will be measuring and how you will measure it.
- Four thumbnail sketches depicting four different versions of one of your five ideas (the one you want to actually do). These sketches should have enough information so that we know what quantity (force or motion) you will be measuring, and how you will be measuring it.)