The Magician's Catapult

TeachEngineering

Design

Reinforce their understanding of compound machines by building a catapult.

Suggested Learning							
Time		00:45	Cost			0.00	
PreRequis	ites						
Requireme	ents						
Skills				Focus	Level	Standard	Points
~	Applied Science				-1	NGSS	2
1	Written Communicatio	n			-1	<u>CC</u>	2
L 1	Mathematics				-1	<u>CC</u>	2
Total Skill Points							
Knowledge Gain							
Use the engineering design process to create a compound machine – the catapult. Resource Link							
https://www.teachengineering.org/activities/view/cub_simp_machines_lesson04_activity1							
Skills Label ^T <u>Go to Label V</u>		Patent 1158	37190			<u>www.skills</u>	label.com