
















## Hovercraft Racers!

TeachEngineering

Design

Gain first-hand experience on how friction affects motion.

Suggested Learning					
Time	00 : 45	Cost	0.00		
PreRequisites					
Requirements					
Skills					
		Focus	Level	Standard	Points
	Applied Science			<a href="#">NGSS</a>	2
	Physics				1
	Troubleshooting				1
	Written Communication			<a href="#">CC</a>	1
	Mathematics			<a href="#">CC</a>	1
<b>Total Skill Points</b>					<b>6</b>
Knowledge Gain					
Prove that friction slows moving objects, but also allows them to be controlled.					
Resource Link					
<a href="https://www.teachengineering.org/activities/view/cub_mechanics_lesson05_activity1">https://www.teachengineering.org/activities/view/cub_mechanics_lesson05_activity1</a>					

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