NAME:

Post-Assessment



WHAT DID YOU LEARN ABOUT THE



SCIENCE OF SPEED?

You just completed a unit about aerodynamics and its influence on an object's speed.

Share what you have learned about aerodynamics.

- 1 The science of aerodynamics studies:
 - A How fast a car or plane can move.
 - The movement of air.
 - How objects can change the air.
 - The weight of objects.
- What are three key aerodynamics principles?
 - A Drag, distance, and downforce
 - Drafting, distance, and drag
 - Drag, downforce, and dynamics
 - Drag, downforce, and drafting
- 3 Drag occurs when:
 - A Air pushes against an object.
 - Air enters an object.
 - C Air avoids an object.
 - None of the above
- **6** Downforce is created when:
 - A Fast-moving air moves above an object and slow-moving air moves below it.
 - Low-pressure air moves above an object and high-pressure air moves below it.
 - High-pressure air moves above an object and low-pressure air moves below it.
 - None of the above
- 5 True or false? Fast-moving air creates high air pressure.
 - A True
- False

- True or false? When two cars draft, the area of low pressure behind the first car sucks the second car forward, causing it to move even faster.
 - A True
- False
- 7 True or false? Drafting is caused by aerodynamics adaptations to racecars.
 - A True
- False
- The flaps on racecars that create drag:
 - A Help the cars move faster.
 - Slow the cars down to better control their speed.
 - Help cars increase speed during drafting.
 - All of the above
- Downforce is important to NASCAR racecars because:
 - A It helps the cars move faster.
 - It makes it safer to speed around turns.
 - L It helps cars "stick" to the track.
 - All of the above
- In the world of NASCAR racing aerodynamics, engineers:
 - A Create car adaptations that help improve the safety and speed of racecars.
 - Design helmets that help the drivers focus better when driving.
 - Invent car adaptations that make the cars heavier and safer.
 - Develop adaptations that enhance the communication between the car and the driver.