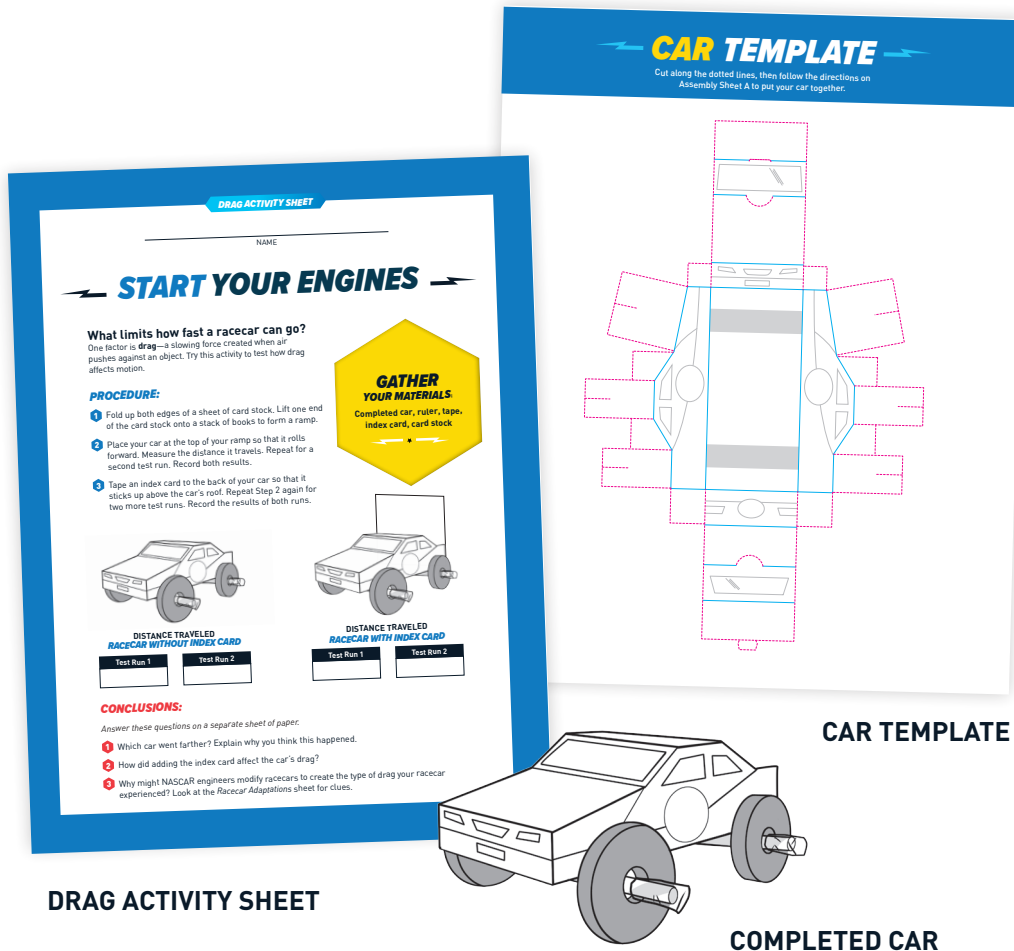


TEACHER INSTRUCTIONS

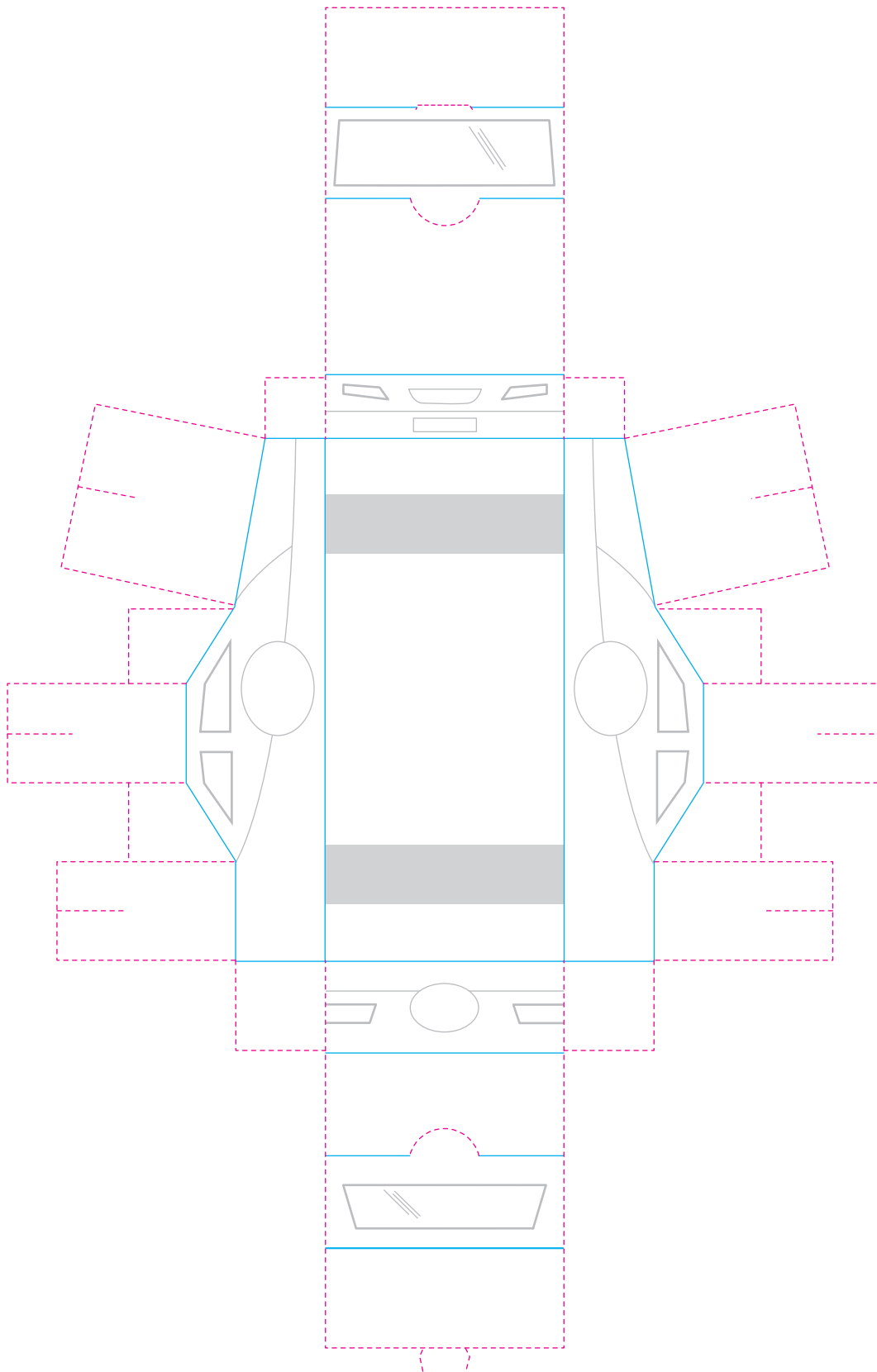


TEACHERS,

Please use the template on the next page to create cars for the **Three Ds of Speed** Lesson 1: Drag experiment. Start by photocopying the templates on card stock or some other heavyweight paper. Be sure to make one copy per student, with a few extras in the event of cutting errors. Before passing out the templates, you may want to use an X-Acto knife to cut along the red dotted lines that form the two semicircles and the slot on the bottom flap of the template. After the students have decorated their cars, have them cut them out along the dotted lines and fold along the solid lines to create creases. They can then follow the directions on **Assembly Sheet A** to assemble their cars.

CAR *TEMPLATE*

Cut along the dotted lines, then follow the directions on
Assembly Sheet A to put your car together.



BUILD A RACECAR

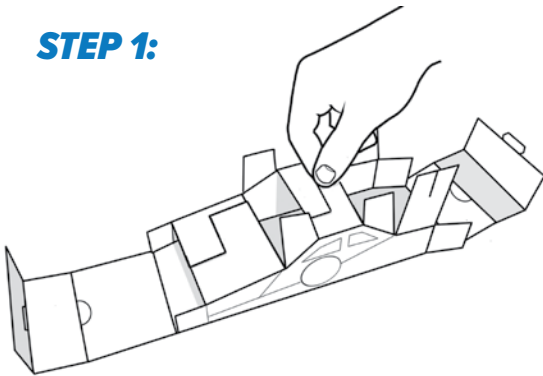
GATHER YOUR MATERIALS:

Car template, plastic straw, scissors, ruler, four round candies with holes in their centers, tape, markers



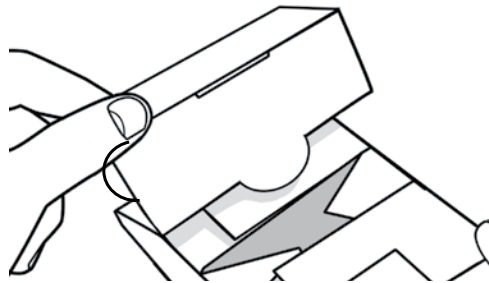
BEFORE YOU BEGIN: Color or personalize your racecar.

STEP 1:



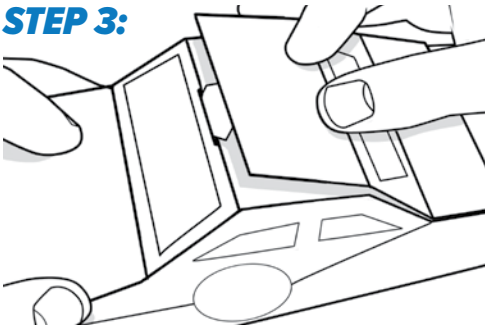
Flip the car over. Fold up the sides and connect the tabs using the split ends.

STEP 2:



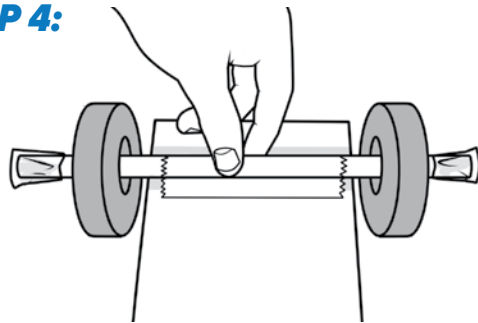
Fold up the front and the back of the car to cover all the tabs. Secure the hood and trunk by tucking the semicircles into the front and back openings.

STEP 3:

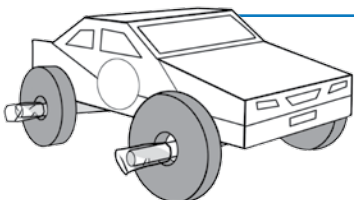


Connect the front and back of the car by sliding the top tab into the top slot. Reinforce the roof of your car with tape.

STEP 4:



Cut two 3-inch pieces from the plastic straw. *(Note: Save the final piece of straw for the Lesson 2 experiment.)* Flip the car over and tape the straw pieces along the guidelines on the bottom of the car.



COMPLETE YOUR CAR:

Thread a candy over each straw end. Fold a small piece of tape over the end of each straw to keep the candies in place. *(Note: The tape shouldn't prevent the candies from spinning.)* **Now your car is ready to roll.**