

NAME: _____ PERIOD: _____

ACTIVITY #12 – A MARSHMALLOW CATAPULT

PURPOSE:

OBSERVATIONS:

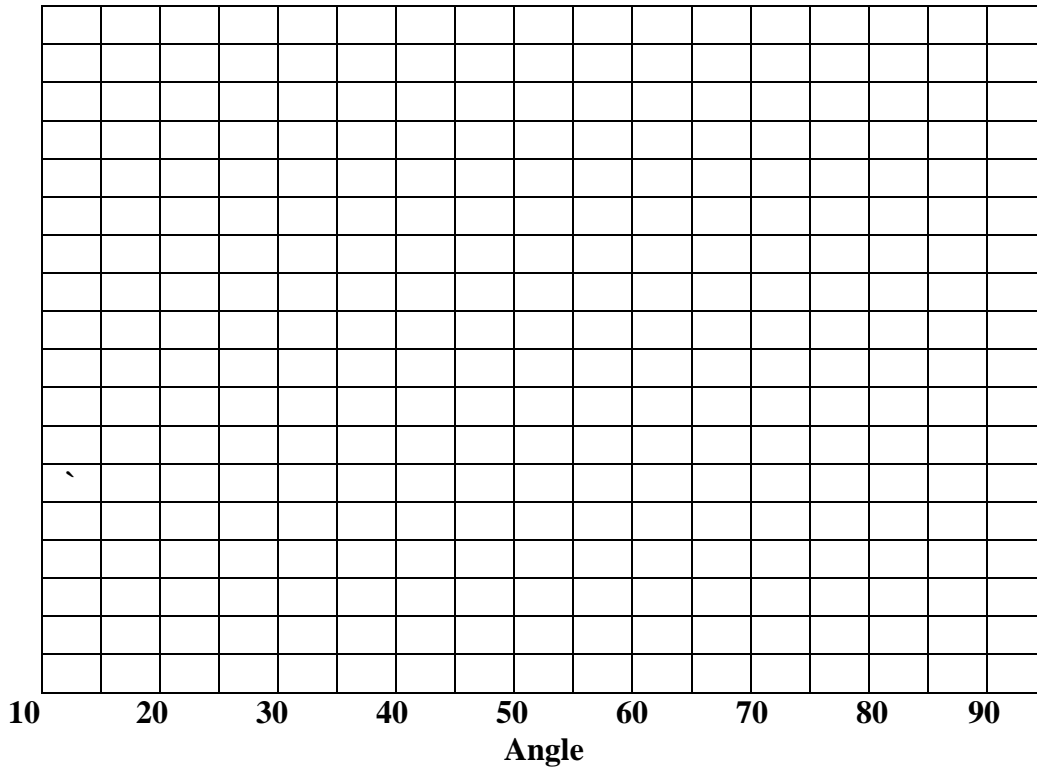
Angle/Degrees	Distance 1 (cm)	Distance 2 (cm)	Ave. Distance
10			
20			
30			
40			
50			
60			
70			
80			
90			

If the marshmallow goes backwards, record that as a negative number.

REPORT:

- 1) What is projectile motion?**
- 2) How many components are there in projectile motion? What are they called?**

3) Graph your data. X = Angle, Y = Average Distance.



- 4) Does the path of an object's projectile motion depend on the catapult's angle? Support your answer with your data.**
- 5) At what angle should an object be projected so that it will go the farthest? Why?**
- 6) Are the components dependent or independent of each other?**

CONCLUSION: