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| Team Names:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_Car Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_***Objective: Use Scientific knowledge and Engineering skills to develop and test an efficient, strong and fast prototype car.***Advice from the Bloodhound Engineers:When you’ve finished testing your car, write your own advice here:Keep the design as simple as possible, a lighter car will be faster’Jenna Gaff, Design Engineer.‘Try different tyres out to see which suits your terrain’ Richard Noble OBE Project Director. | Engineers use an iterative design process, they design, test, analyse then adapt their designs, then retest them again and again to make improvements.**Build your car then run it once…**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Run | Distance (m) | Time taken (s) | Speed (m/s) | Mass (g) |
| 1 |  |  |  |  |
| 2 |  |  |  |  |
| 3 |  |  |  |  |

Speed = distance/ timeAcceleration = (final speed – initial speed ) timeForce = mass x accelerationSketch some design ideas hereAnalyse the run – what didn’t go to plan?Suggest Some Improvements |