









Key Facts Publications

Bloodhound SSC - Chatterbox 2

Fun Facts and Figures



Primary Engineer

<p>TECHNOLOGY</p> 	<p>1</p> <p>If 1,000mph can be reached, how long will it take BLOODHOUNDSSC to travel the one mile timed section?</p>  <p>www.bloodhoundssc.com</p>	<p>2</p> <p>Hopefully, Bloodhoundssc will go faster than 1000mph. What is an easy method to convert this speed into km/h?</p>	<p>SCIENCE</p> <p>BLOODHOUNDSSC Chatterbox 2</p> 
<p>5</p> <p>Knowledge of which four main subjects, is needed to design, build, test and race a car like BLOODHOUNDSSC?</p>  <p>Primary Engineer</p> <p>www.primaryengineer.com</p>	<p>3.6 SECONDS!</p> <p>Divide the number of seconds in 1 hour by 1000 €</p> $3600 \div 1000 = 3.6$ <p>STEM Science Technology Engineering Mathematics</p>	<p>1 mile = 1.6 km</p> <p>So multiply the speed in mph by 1.6 € 1000mph is approximately 1600km/h</p> <p>They increase air resistance</p>	<p>9</p> <p>How will the airbrakes and parachutes help slow down the car?</p> <p>Key Facts Publications</p> 
<p>8</p> <p>The current land speed record is 763mph. How did the record stand: in 1900, in 1925 and in 1950?</p> <p>Primary Engineer</p> <p>www.primaryengineer.com</p>	<p>1900 - 65mph, 1925 - 150mph 1950 - 394mph</p> <p>1500 feet per second (an easy method is to halve the speed and multiply by three)</p>	<p>Strength and Stiffness (rigidity)</p> <p>1. divide 3600 (seconds in 1 hour), by the seconds taken to cover the 1 mile timed section. 2. the final speed is the average of two runs</p>	<p>7</p> <p>Which <u>two</u> engineering properties, do the materials used for the body and chassis need to have?</p> <p>www.kfpbooks.com</p>
<p>ENGINEERING</p> 	<p>4</p> <p>A car at 60mph travels 90 feet per second. How many feet per second will BLOODHOUNDSSC travel?</p> <p>Chatterbox © Chris Jones Content © BLOODHOUNDSSC 2010</p>	<p>3</p> <p>How will the actual speed of BLOODHOUNDSSC be worked out?</p>	<p>MATHEMATICS</p> 