

# Ticker Tape Timer Activity

For each object, attach the ticker tape to it with a piece of tape.

Then turn on the ticker tape timer and release the object. (Repeat for each member of your group.)

Use the ABCD checklist to make a claim about the motion of the object in your notebook (attach a relevant piece of ticker tape.)

## 1. Dune Buggy Car.

CAUTION: Do not let the car hit the floor.

CAUTION: Do not stop car while in contact with the table; instead lift car off the table and then turn off.

## 2. Pull-Back Car.

ADVICE: Thread the ticker tape through while you pull back.

CAUTION: Do not pull the car too far back. Stop before the bad tick-tick-tick sound happens.

## 3. Dropped Ball.

ADVICE: Keep the tape clear so that it does not catch on anything while the ball falls.

