

# Puff Mobile

## What You Need

- 3 nonbendable, plastic drinking straws
- 4 Lifesavers™
- 1 piece of paper
- 2 paper clips
- tape
- scissors

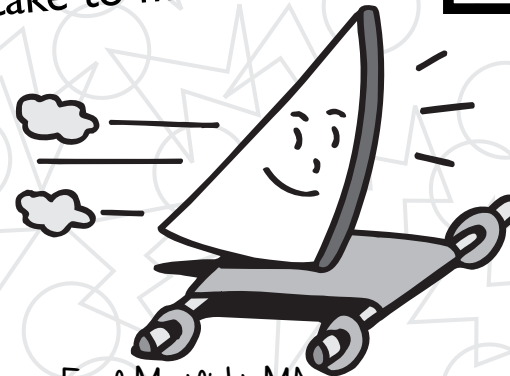


## Engineering Scoop

When you blow, you create **moving air**, or wind. When wind **pushes** against an object, it can make the object **move**. Think about a **sailboat**. Wind pushes against the **sail** and makes the boat move. So a sail is one part of your car that can help it move. **Wheels** can also help your car move. Maybe you have a **bike** at home. What would happen if you took the wheels off and tried to move it? (It takes a lot of force to move something that's **rubbing** along the ground.) What **other parts** did you design to help your car move?

**1** Make a **car** using only the materials on the list. Here's the catch: to make your car move, you can only **blow** on it!

**2** **Test** it out! How **far** does your car go when you **blow once**? How many puffs does it take to make the car travel **6 feet**?



Sent in by Reba C. and Lee Anne F. of Medfield, MA



**Redesign** your car so that it will travel the **same** distance with **fewer** puffs. What happens if you change the **size** of the car? What happens if you use **fewer materials**? Or, what happens if you add a **new material** like thread spools? Choose one thing to change (that's the **variable**) and make a **prediction**. Then **test it** and **send** your results to ZOOM.