



Amusement Park Physics, Grades 3 – 4 **Peek at the Week**

Zooming coasters and whirling wheels, investigate the physics behind your favorite amusement park rides!

Day 1, The Law of Newton: See “magic” tricks based on Newton’s Laws of Motion, shoot off fizzy rockets and create a “Hero Engine” out of a soda can.

Day 2, Blast Off With Energy: Learn how energy powers rockets and roller coasters. Design and build three different rockets using Newton’s Laws of Motion.

Day 3, Bumper Cars: Create a balloon vehicle, discover how forces can make objects change their course and movement.

Day 4, The Carousel Goes Round and Round: Learn how acceleration and centripetal force keep you safe on a carousel. Try keeping water in a spinning can without getting wet!

Day 5, Roller Coaster: Discover why you experience weightlessness on a roller coaster. Design a roller coaster learning about how each part of it works.