



Marshmallow Catapults

Create a launcher for a small marshmallow. You will have time to plan, create, and test – final testing allows for each team to launch three times. Your goal is to launch your marshmallow and hit the target!

Materials

- Craft sticks
- Cup
- Scrap cardboard
- Rubber bands
- Plastic spoon
- Plastic fork

Tools

- Scissors
- Tape
- Ruler

ASK

What information do you need in order to solve the problem? What questions do you have so that you can be successful?

IMAGINE

What ideas do you and your teammates have for creating a marshmallow launcher? What is your team's best idea?

PLAN

Sketch out and label your plan on paper.

CREATE & TEST

Create and test your design. When you are ready to test you can come up to the START LINE. We will be ready for you!

IMPROVE & RETEST

Take a moment to pause. What is going right? What is going wrong? How was your group on accuracy vs precision?

**Scientists study the world as it is; Engineers create the world that has never been.
- Theodore von Kármán**