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| Team Names:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  Car Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  ***Objective: Use Scientific knowledge and Engineering skills to develop and test an efficient, strong and fast prototype car.***  Advice from the Bloodhound Engineers:    When you’ve finished testing your car, write your own advice here:  Keep the design as simple as possible, a lighter car will be faster’  Jenna Gaff, Design Engineer.  ‘Try different tyres out to see which suits your terrain’ Richard Noble OBE Project Director. | Engineers use an iterative design process, they design, test, analyse then adapt their designs, then retest them again and again to make improvements.  **Build your car then run it once…**   |  |  |  |  |  | | --- | --- | --- | --- | --- | | Run | Distance (m) | Time taken (s) | Speed (m/s) | Mass (g) | | 1 |  |  |  |  | | 2 |  |  |  |  | | 3 |  |  |  |  |   Speed = distance/ time  Acceleration = (final speed – initial speed ) time  Force = mass x acceleration  Sketch some design ideas here  Analyse the run – what didn’t go to plan?  Suggest Some Improvements |