Click-Clock

Name(s):

_____
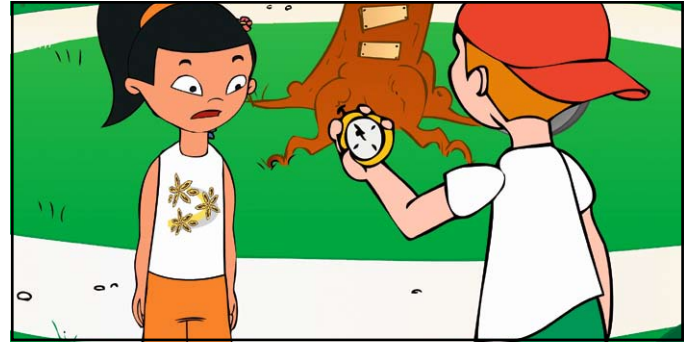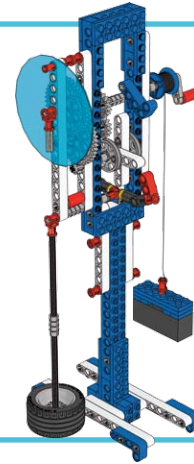
_____

How can we make a timer that can help us time races?
Let's find out!

Build the Click-Clock

(all of book 7A and book 7B to page 17, step 26).

Wind it up and start it ticking by swinging the pendulum.

Making time go slower or faster!

Predict first, then test following the challenges in the table.

How many seconds does it take for the pointer to go around the dial once in models A, B and C?

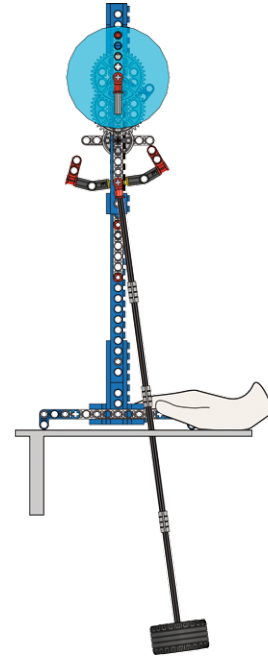|		My prediction	My measurements
A		seconds	seconds
B		seconds	seconds
C		seconds	seconds

Tip:
You can get close to one minute by positioning the wheel approximately 3 cm up the pendulum.

Long Pendulum

Build book 7B to page 20, step 3.

Place the Click-Clock at the edge of a table.
Hold the base to keep it steady.
What happens?

My answer:

_____

_____

_____

My Shock-O'clock:

Draw your best design for a timer and possibly an idea
about how to trigger a funny sound after one minute.
Explain how the 3 best bits of your Shock O'clock work.