Tumble Buggy Lab #2	Name :

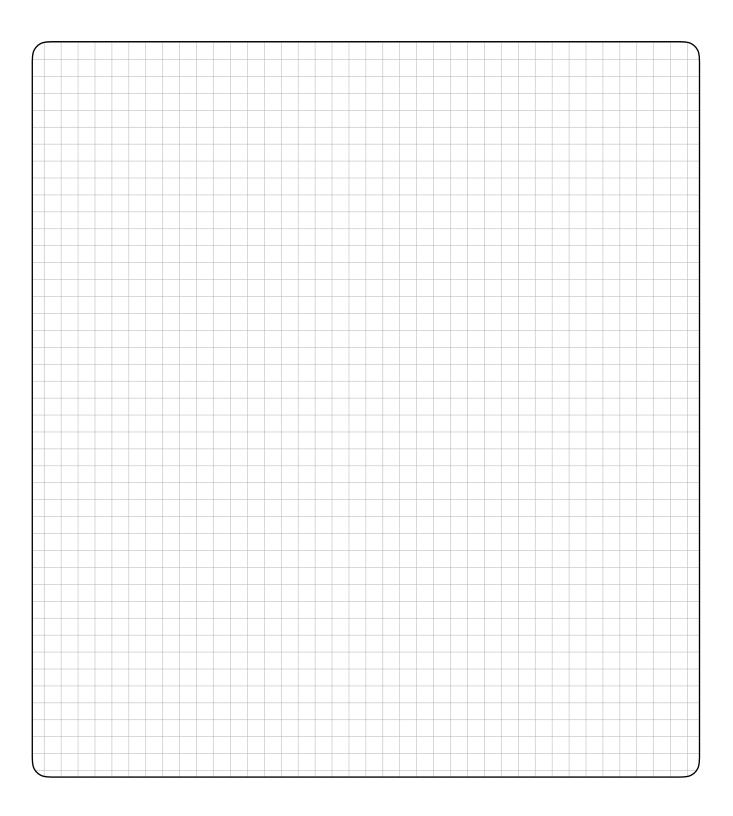
There and back again.

You and your group have one Tumble buggy. Your goal is to create and interpret a distance-time graph representing the motion of a tumble buggy running to, into, and then returning from a curb.

- 1. Find a curb, and measure 4-5 meters away from that curb. This will be your starting point. Mark it with a piece of chalk.
- 2. Turn on your tumble buggy, and set it down so that it will collide with the curb. Note how The tumble buggy climbs the curb, turns over, and then moves away from the curb.
- 3. Starting at the position noted in step 1, set your tumble buggy in motion and mark its position every two seconds using your chalk.
 - ▶ Use 1 color of chalk for the distance *towards* the curb and use a different color for the distance *away* from the curb.
- 4. Record the trial distance from the starting point and time (count by 2's) in the table below. Collect at least 12 pieces of data for the tumble buggy (a minimum of six moving Toward the curb and a minimum of six returning from the curb.)

Trial #	Time (s)	Distance (cm)

5. On the the graph paper, make a Distance vs. Time graph by plotting all distances and times and connecting the dots. (Distance on vertical axis. Time on horizontal axis.)



2 of 3 Tumble Buggy Lab #2

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Summary Questions

1.	What happens to your data's graph line as you trace if from left to right? What does this tell you about time and distance?
2.	At what point in time did your buggy hit the wall? What happens in the graph at that point?
3.	What were some things that you measured that may be less accurate?