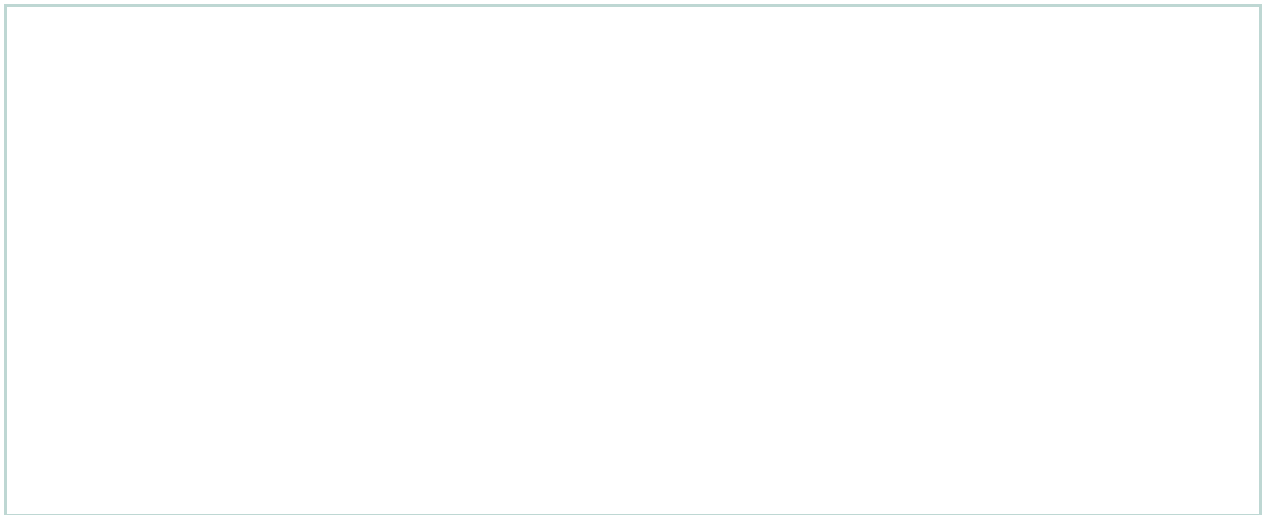


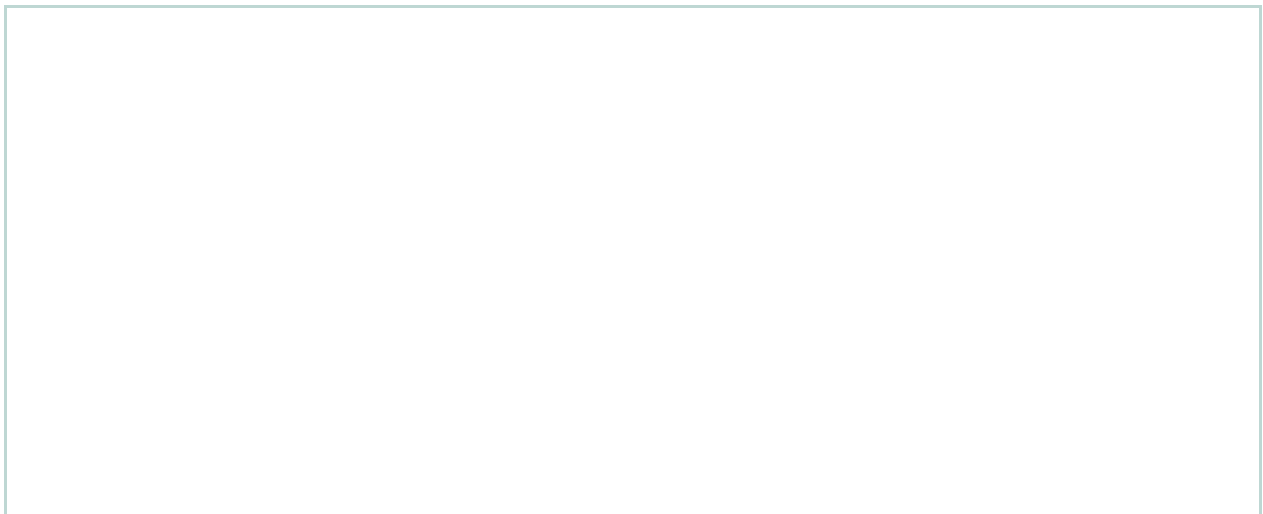
DESIGN A HELMET

With your group, design a helmet to protect your fragile object (representing a head). Later, you will turn this design blueprint into a real helmet, which you will test by dropping it, and your object, from a height determined by your teacher. Take 10-20 minutes to research and discuss possible design ideas.

1. With your group, draw and label your design(s) in the box below. Include a list of materials your helmet requires.



2. Show your blueprint to the teacher for approval. Once approved, build your helmet as a group, then participate in the test drop. In the box below, describe which helmet performed best in the first round. You can include a diagram or written description of the what materials it used and the overall structure.



3. Below, note some of the feedback you received from your peers based on your helmet's test performance. Additionally, note the changes you plan to make to your design. Be sure to include the reasons why you are making these changes.

4. Test your revised design with another test drop. Record below what you learned from this design process. Which design was the most successful? Why? What materials did you use in the most successful design?