



# Ready, Set, Go!

## Calculating the Speed of Our Bearded Dragon

### Student Worksheet

***Directions:***

1. Check that the stopwatch reads zero. Practice starting and stopping the stopwatch.
2. One team member will put a piece of tape on the floor where Darwin starts (by the tip of his tail).
3. One team member will start the stopwatch once Darwin starts running.
4. Stop the stopwatch when Darwin stops moving. Record the time in the table below.
5. Measure the distance Darwin traveled and record the distance in the table.  
\*Measure to the tip of his tail.
6. Calculate the speed. Divide the distance by the time. Record the speed in the table.
7. Repeat this process for all three trials.
8. Calculate the average of the speeds. (Round to the nearest tenth.)

<b>Bearded Dragon</b>	<b>Distance</b> (cm)	<b>Time</b> (sec)	<b>Speed</b> (cm/sec)
<b>Trial 1</b>			
<b>Trial 2</b>			
<b>Trial 3</b>			

Question: What was Darwin's average speed? \_\_\_\_\_

Brainstorm 3-5 ideas to make the bearded dragon run faster.

Which design did you decide on? Why did you choose this?

Draw your design below.



Record your data below.

Design	Distance	Time	Speed

- Which device made our pet move the fastest? Why do you think this was the most successful?
- How did different device designs influence the bearded dragon's movement?
- What forces acted on our pet during the tests? How did they affect his speed?

- What challenges did you encounter during the design and testing process? How did you overcome them?