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Brainstorming

Required Specifications:

- machine must be no more than 5'x5'x5' in length, width, and height
- there must be 15-20 total steps
- ~~each~~ each step must be correctly labeled and correspond to a list in the journal
- the machine may not take more than 2 minutes to complete the task.
- Follow the contest theme: Into Orbit

Brainstorming

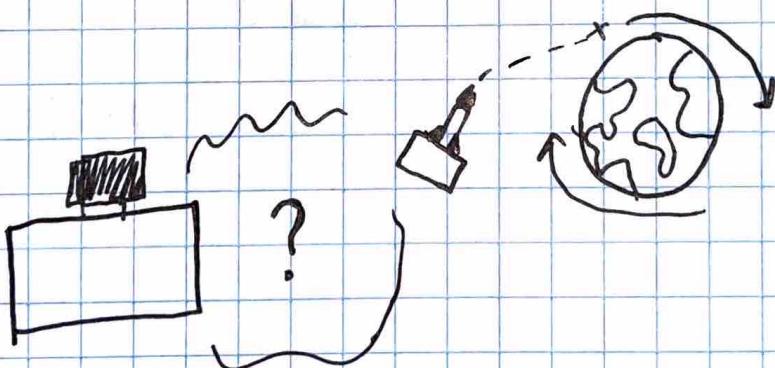
Into Orbit: Transforming Space Technology

We could set up a contraption that ends with a rocket being launched into a basket that revolves around a globe. Thus being launched into orbit.

Either a chemical reaction or a mousetrap using elastic potential energy could be used for propelling the rocket into orbit.

Possible Scenario:

View of mission control: an accident causes the launch button to be pressed and indicate the countdown to launch. During the countdown a series of chain reactions happen to ignite the rocket.



Recycling Old projects



For the frame and table we recycled from past years projects.

New Ideas

items found in mission control:

- desk
- chair
- computer
- file cabinet
- trash can
- clipboards
- pencils and pens
- calculators
- paper
- books
- phones
- clocks
- coffee cup
- model rocket

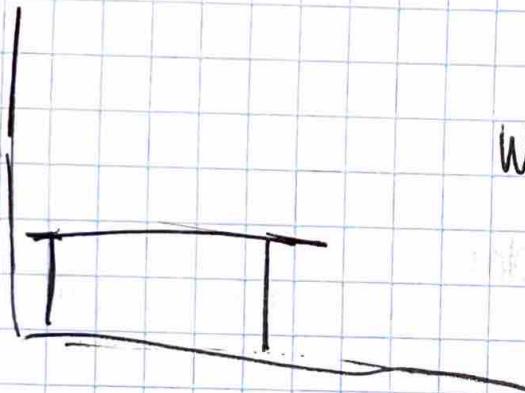
What could these items do:

- fall
- spin
- hit something
- ramps
- pulleys
- levers

Building Project



this is the start of
the ramp.



We originally wanted
the table to be
horizontal across
the background. But,
it took up too much
space, so we changed
it so it was perpendicular

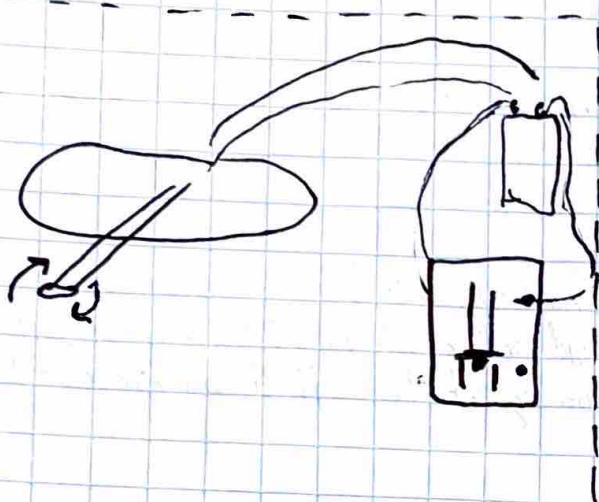
Design Process

The clock moves: causes a string to pull. The clock motor starts by a flip of a switch. The string is attached to a stopper, once the stopper is removed a ball will fall down the ramp on the computer screen.

A model globe rolls down the back side of the computer monitor landing on the computer cords. The cords are used as a ramp ^{rolling} down on to the table. The globe rolls into a mouse at the end of the table.

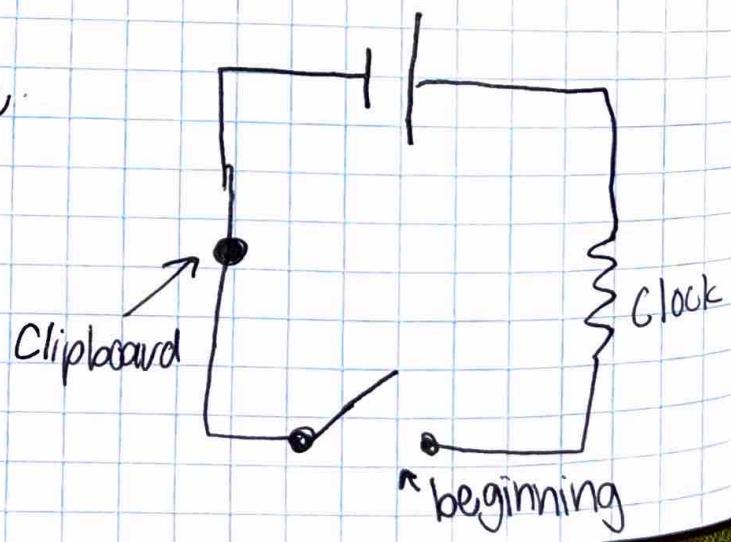
When constructing ~~our~~^{the} 3rd clock mechanism. A better solution was found. Instead of having the minute hand pull a string. The minute hand will bump into a model globe causing it to roll down the cord.

Painting As* Switch - Electrical step

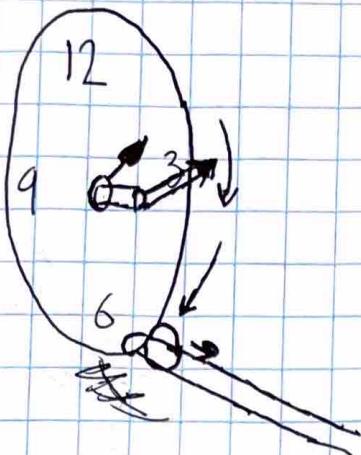


We thought it would be cool to start the entire thing "at the flip of a switch", so for our first step we have a circuit that will be closed, converting our kinetic energy to electrical energy, powering the motor.

This is what the circuit work looks like:

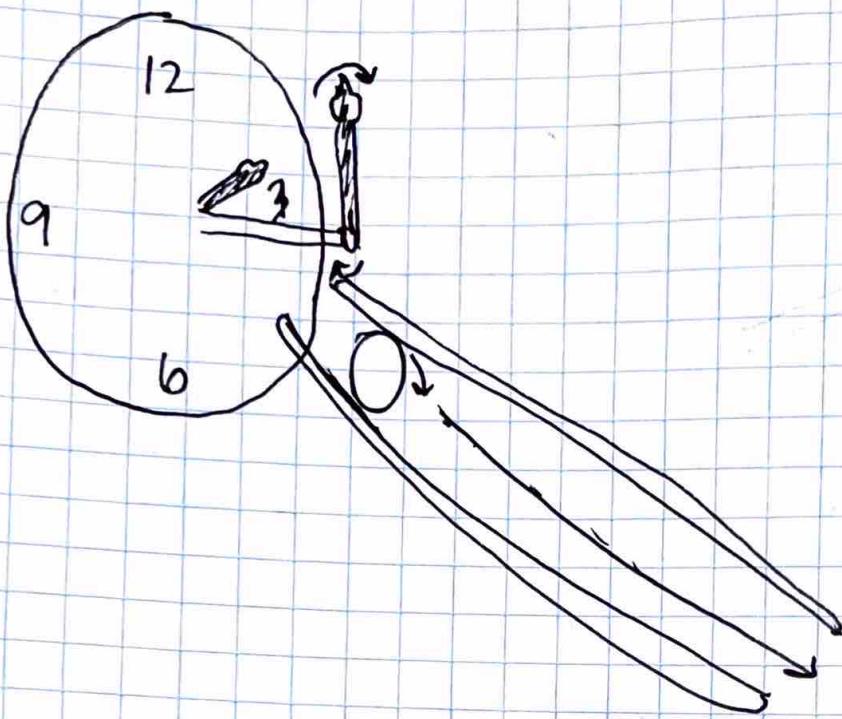


*Clock - Ball Release - Mechanical step



Once the motor is powered, it will turn clockwise, causing the clock to move, this converts the electrical energy into kinetic energy, turning the clock hand.

Marble fall



The minute hand will then hit a ball causing it to fall down a ramp, meaning the hand's kinetic energy will cause the marbles' gravitational potential energy to turn into kinetic energy while it falls.

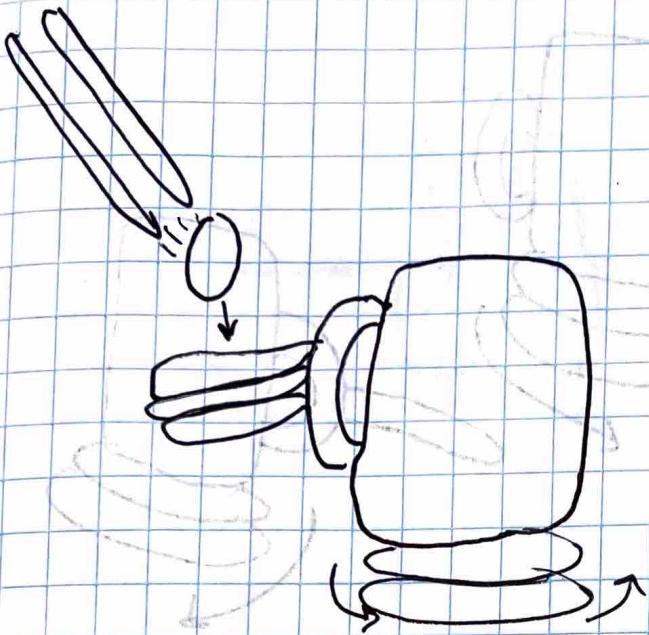
Design Process

If ^{as} the angle of the ramp was ^{15°} and placement of the ramp was a problem. So we had three options:

- I: Keep at 6 o'clock → won't have to alter ball won't travel as fast
- II: move to 7 or 8 o'clock → travel closer to cups change layout
- III: keep in same position: extend ramp → ensure stability more ramp = less spin

option 2 was best

Marble hits cups



- We added
to the handle
to give the ball
more surface area
to hit

Once the ball is off the ramp, the kinetic energy from the marble will be turned into kinetic energy of the coffee mug, causing it to spin.

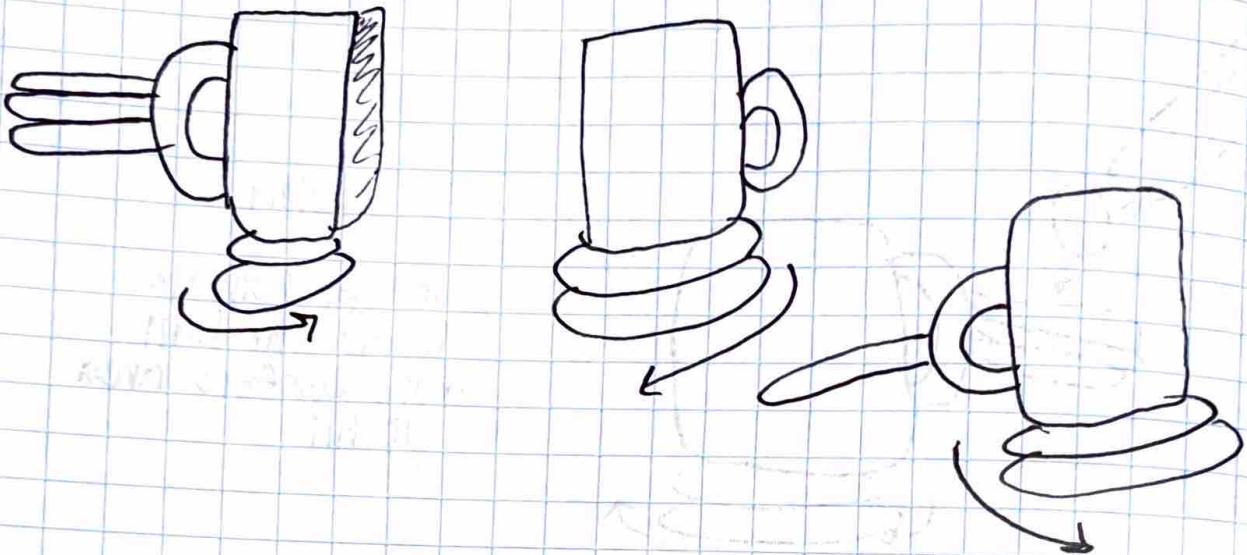
We didn't want to break the mug, so we had options for reinforcement. pro con

Design Process

- I: Duct Tape → easy to apply, may not work great
- II: Cardboard → protect handle, ruins realness
- III: Arm → less force on cup, increases space

The cardboard was the best option, for both protection, good surface area for the marble to hit.

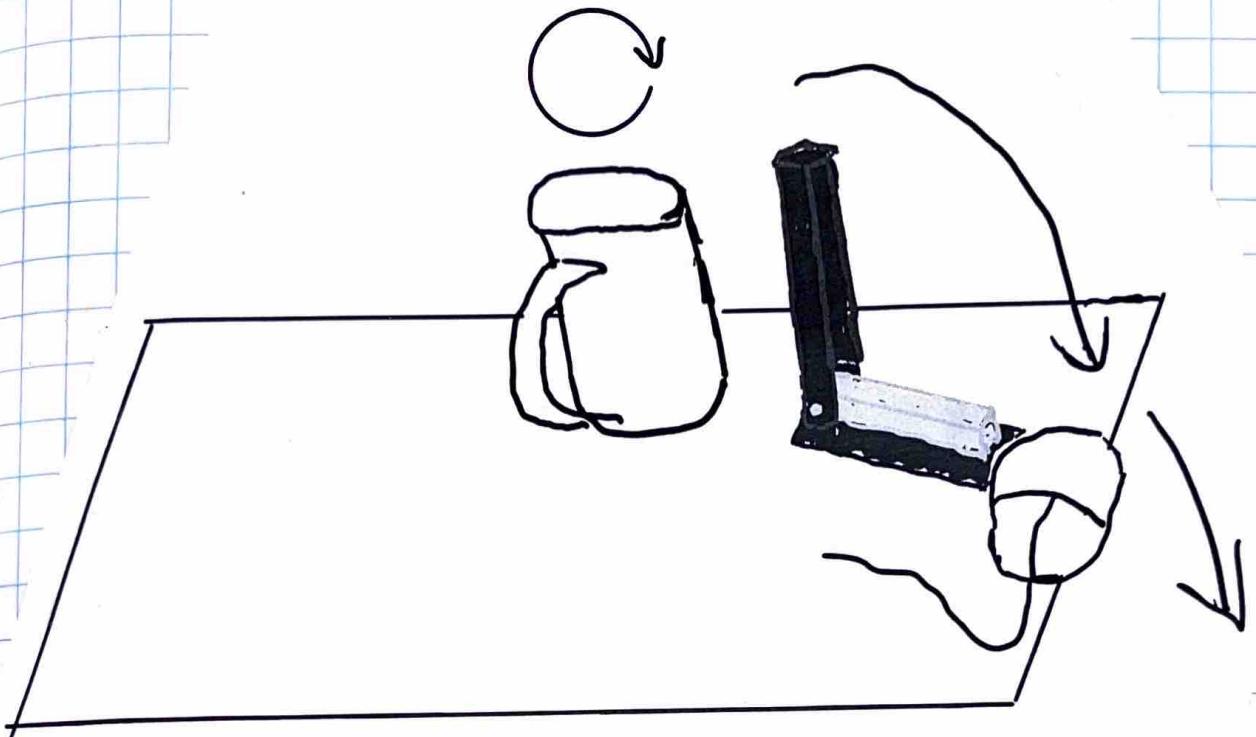
Coffee mugs



Once the mug has been hit, it will spin. The kinetic energy of the first mug will turn into kinetic energy of the second mug, then the third. Each cup spinning, then hitting the other.

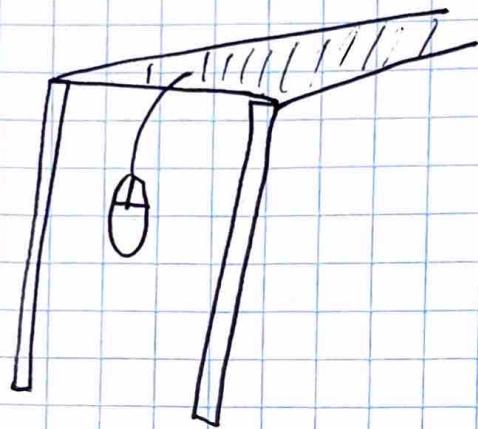
May to stapler

March 14, 2023



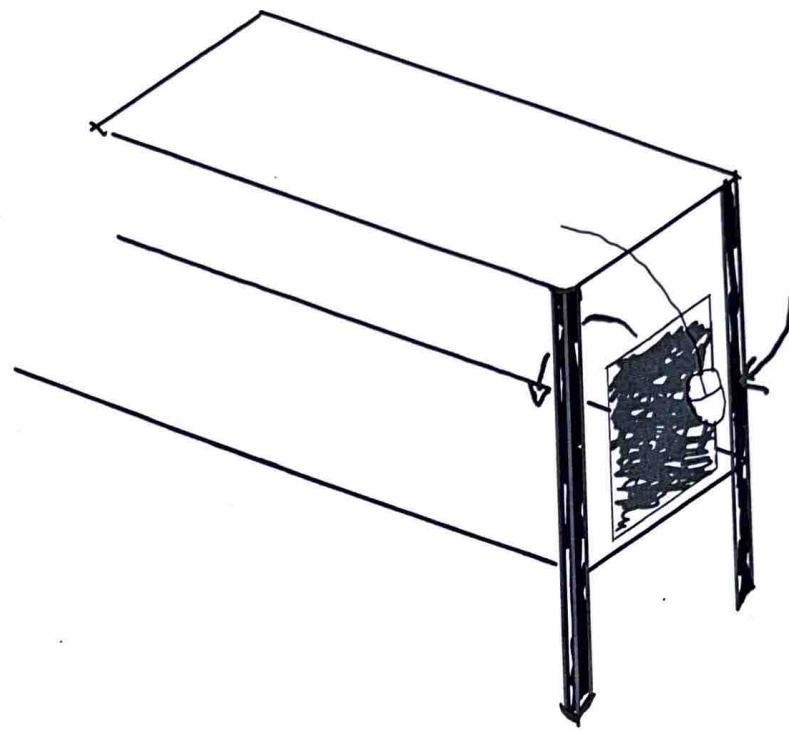
The second mug will hit a stapler causing it to shut. the force of it shutting will cause a mouse to fall off the table.

Mouse Fall



Once the mouse is hit, it will gain kinetic energy.

Mouse to Clipboard



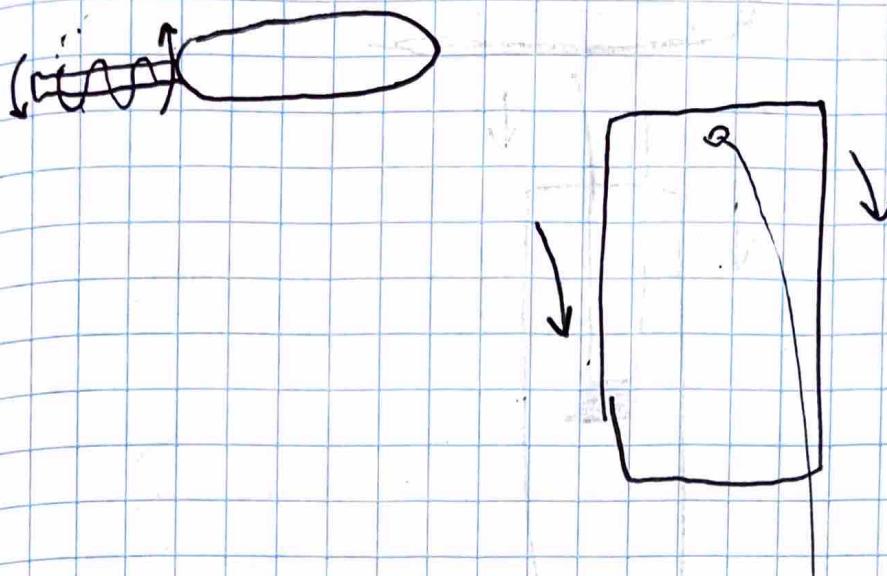
The mouse falls and will hit the clipboard causing the clipboard to gain kinetic energy and fall over.

Clipboard



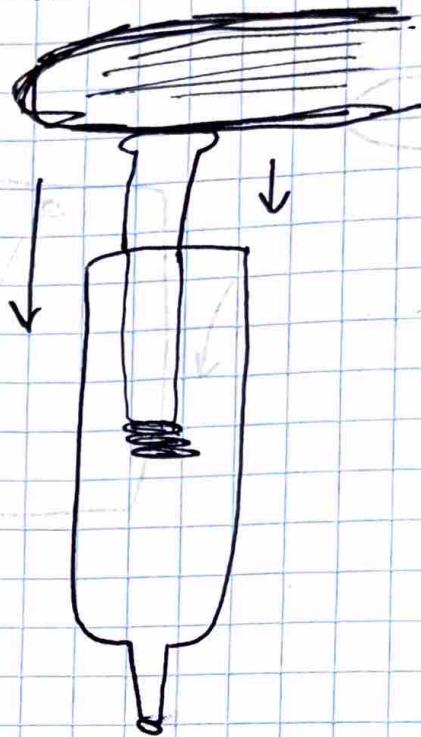
The clipboard is connected to two circuits. The first is when it is upright, it is connected to the clock motor. Once it falls it will disconnect causing the clock to stop moving. The second is after it falls, it will close a circuit that will start another motor.

BOOK CIRCUIT



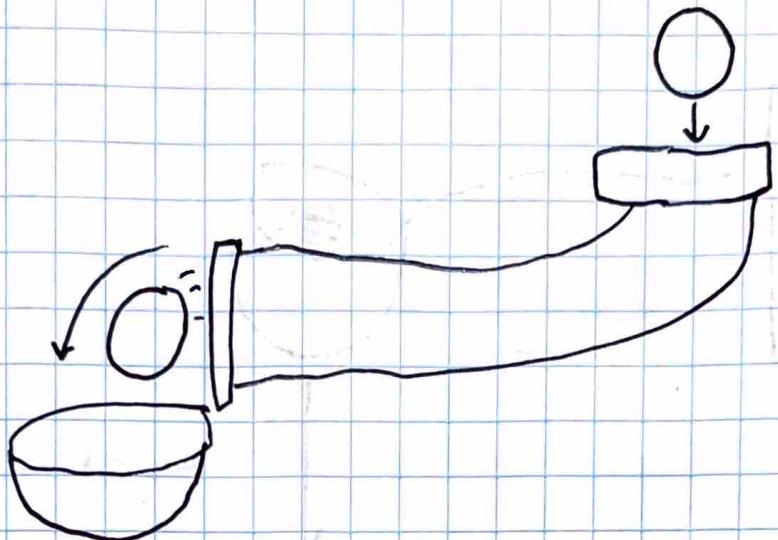
Once the second circuit is closed a second motor will start. This one will coil string attached to a book and make the book fall.

* Syringe - Fluid Power



The book will fall onto a syringe
and push the plunger down.

Ball to Basket

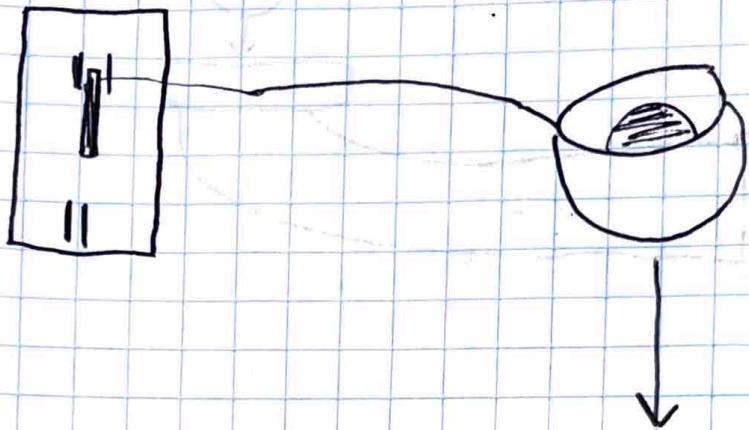


Going back, the ball is still going to be used.

After the ball hits the mug, it will fall down a ramp, and fall in a basket.

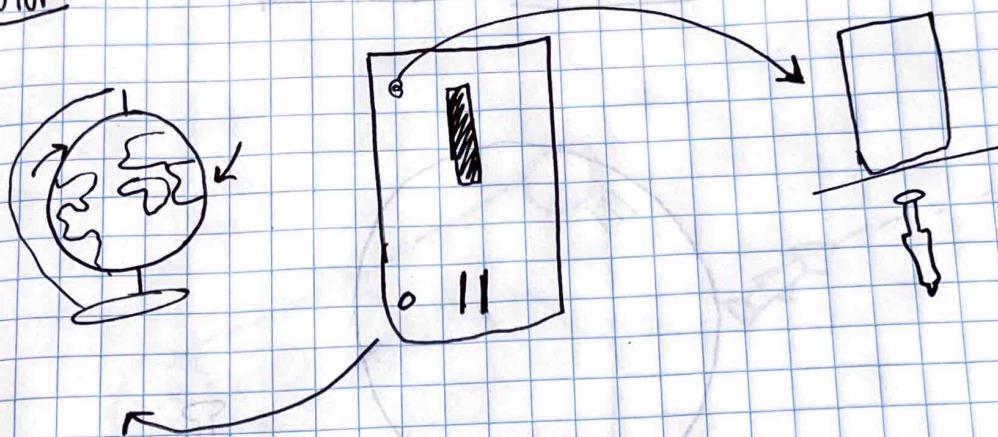
Transferring its kinetic energy to the basket.

Basket and switch



Once the basket gains energy, it will fall down and pull a string along with it. This string will pull a switch connected to a motor.

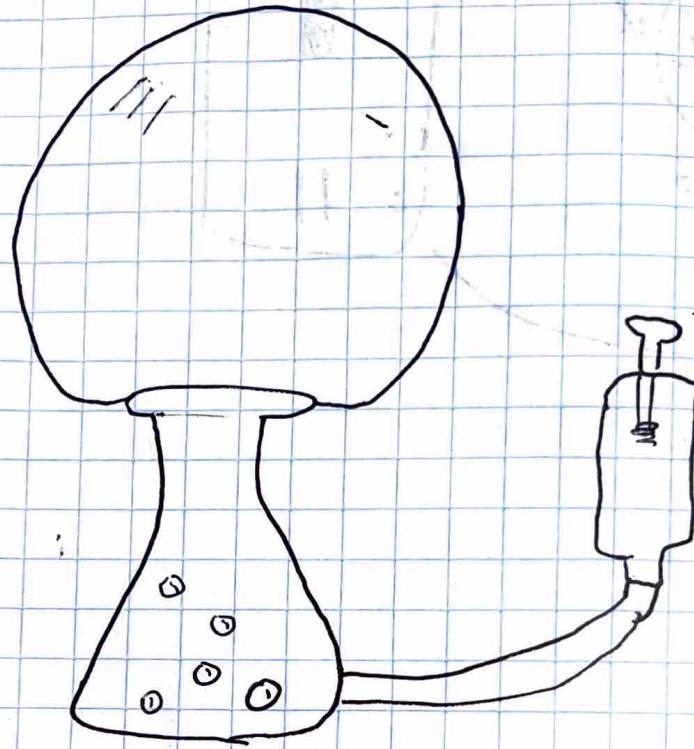
Motor



This motor and switch combo will do two things. When the switch is up, it will be connected to the motor that lowers the book. When it is pulled down, it will disconnect & connect to a new motor, this one will spin the globe.

The timing of the switch would be off, meaning we would have to find a way to shut off the book motor, after the book pushed down the syringe.

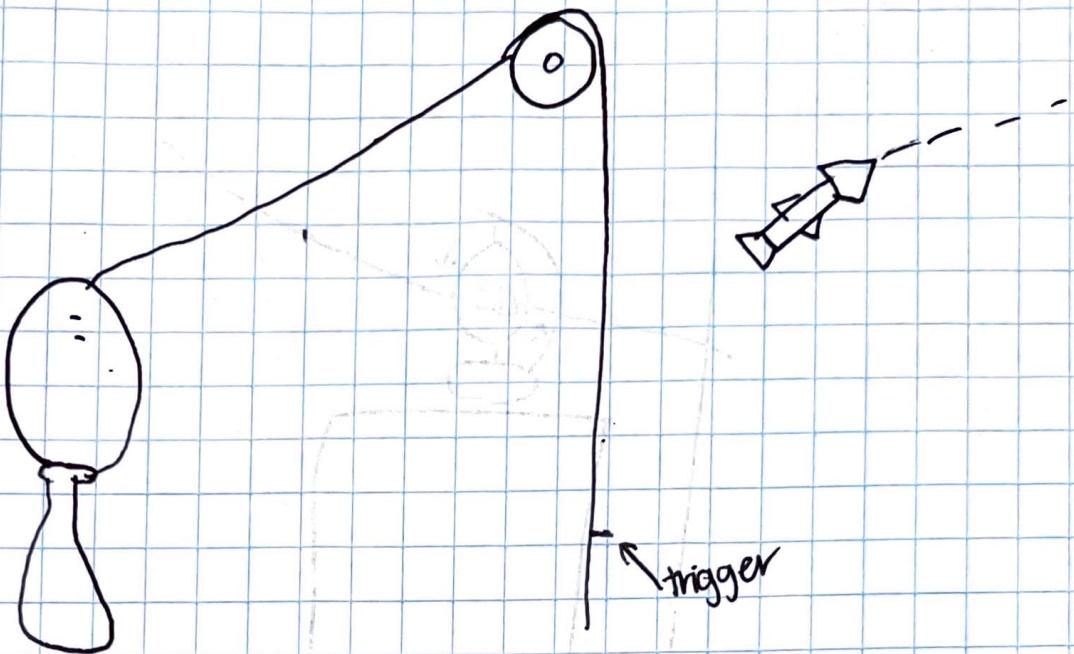
* Chemical Reaction - chemical step



the syringe will eject vinegar and bring it into the bottle that already has baking soda in it. The two substances will mix and release carbon dioxide - which will inflate the balloon.

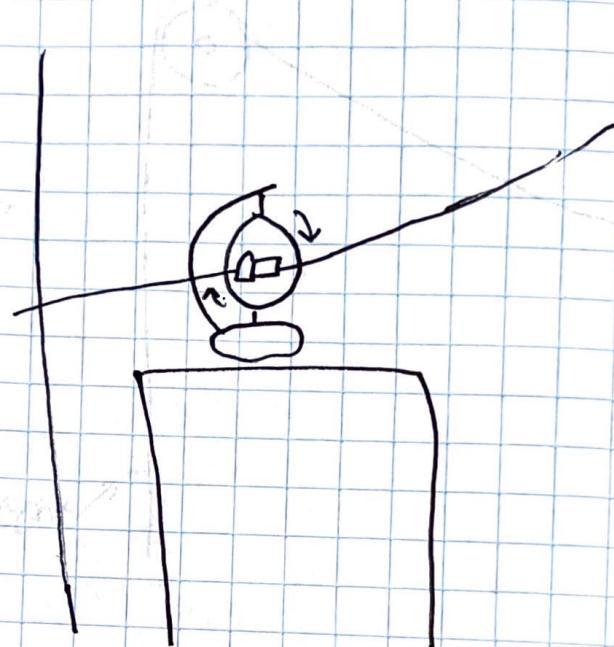
Vinegar has to go from the bottle to react with baking soda so if you put a tiny bit of vinegar in the bottle and a tiny bit of baking soda in the balloon, the balloon will inflate.

Balloon



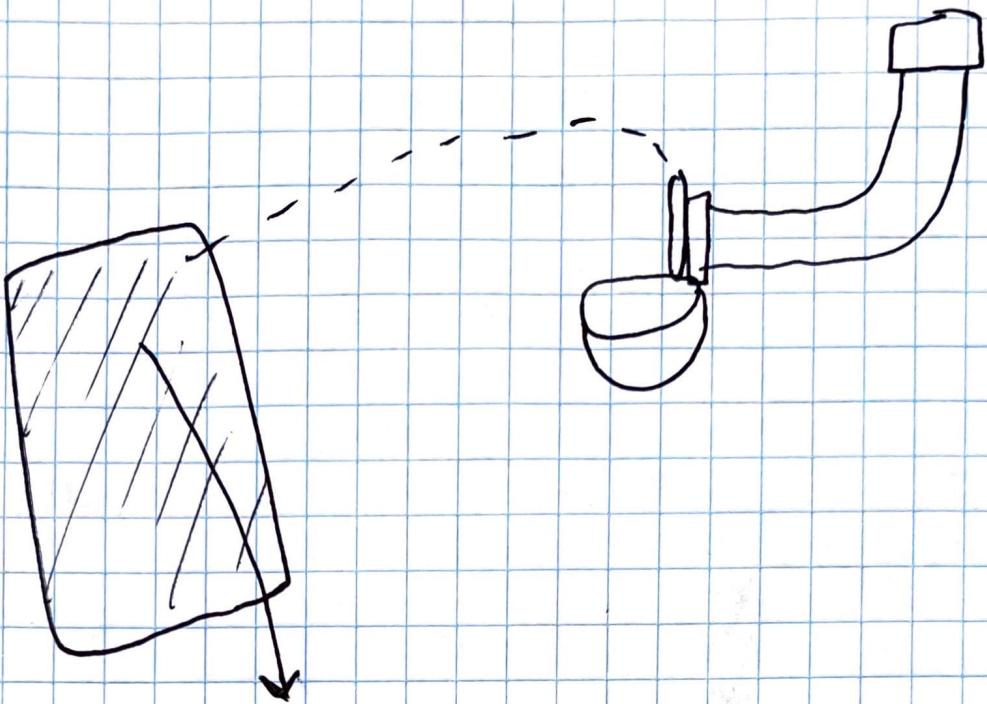
Once the balloon is inflated, it will pull on a string connected to a pulley. The pulley will lift up a trigger that will start the rocket on it's path down the zipline.

Ending



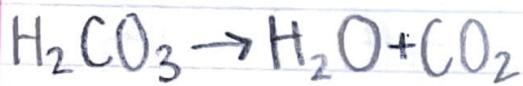
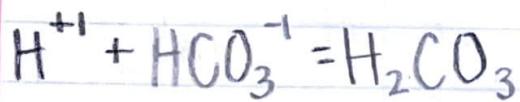
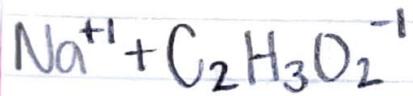
Once the rocket goes down the zipline, it will stop in front of the spinning globe. Making the illusion that it is orbiting the earth.

Book to ball release



After realizing the timing would be off, it was decided to have the book pull the string and ~~reatis~~ release the ball into the basket

Stoichiometry



Cost of materials

item used

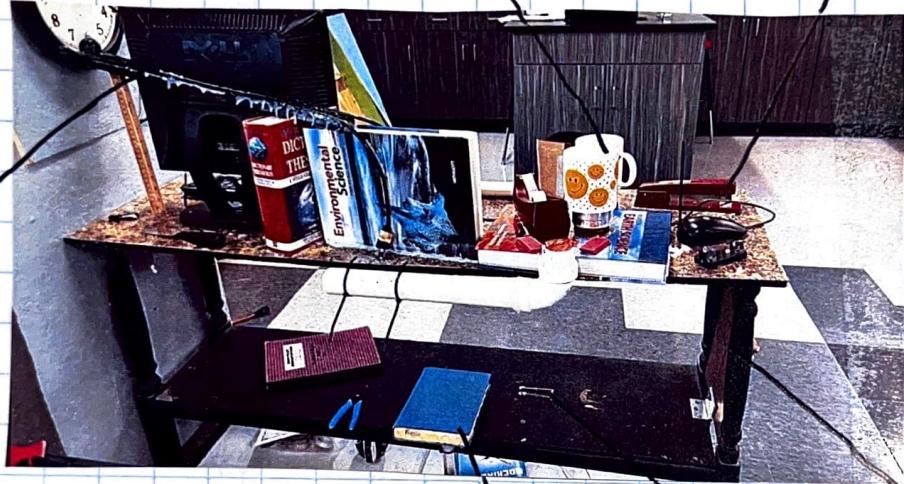
table
clock
switches
ramp
books
coffee mugs
computer
ruler
pencil
erasers
mouse
stapler
Clipboard
hinges
Syringe
String
PVC pipes
globe
rocket
walls
batteries
wiring
crates
tape dispenser

 = recycled from classroom stockpile

cost



Final Machine



ramp
marble
falls
down

book falling
on syringe

where clipboard
falls to start
second motor

Steps

1. Flipping a switch - KE \rightarrow El. E
2. Clock handle moves - El. E \rightarrow KE
3. Clock hand hits marble - KE \rightarrow KE marble
4. Marble hits coffee mugs - KE marble \rightarrow KE mugs
5. Mugs hit stapler - KE mugs \rightarrow KE stapler
6. Stapler causes mouse to fall - KE stapler \rightarrow KE mouse
7. Mouse hits clipboard - KE mouse \rightarrow KE clipboard
8. Clipboard falls - KE clipboard \rightarrow KE clipboard
9. ~~KE~~ Clipboard starts motor \rightarrow KE clipboard \rightarrow El. E
10. Motor wraps up string - El. E \rightarrow KE string
11. String causes book to fall - KE string \rightarrow KE book
12. Book falls on syringe - KE book \rightarrow KE syringe
13. Syringe ejects vinegar - KE syringe \rightarrow Chem. E
14. Chemical Reaction blows up balloon \rightarrow Chem. E \rightarrow KE balloon
15. Balloon Pulls String - KE balloon \rightarrow KE string
16. String Pulls Rocket - KE string \rightarrow KE rocket
17. Rocket Falls

QR CODES



Testing of initial steps

Ref

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The video shows

the testing of steps
1-12

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Reflection

Sean:

From start to finish, this project has been a struggle to overcome. Throughout the journey, many obstacles were conquered, and problems were solved. We have learned many new and important skills that will be useful for years to follow. Starting with brainstorming a design for our machine. Our initial thought was ending with a rocket launching from Earth to the moon. Over time we realized that launching the rocket was going to be harder than anticipated. Instead of physically launching the rocket, we would have the rocket on a ledge higher than the globe and have a string pull it down to the globe.

Aubrie:

This project has been something I have been looking forward to all year. But, I didn't realize how time consuming and how much mental work goes into it. All of the problems and ideas we had really made me think about how often we use scenarios- like problem solving- everyday. One problem we had was incorporating the globe in some way. We knew we wanted to have a rocket "orbit" it somehow, but didn't know how to make that actually happen. So, instead of having the rocket orbit, we decided to have the earth spin instead. Time was also a big issue, we had many conflicts and lost days, so when we were in class we were always busy working on the project. I really enjoyed learning more about engineering, as it has been something that has always interested me. Even though I don't plan on being an engineer, I still hope to use the skills I learned in my future career.

Bibliography

Dyffas/2023

- Walker, James S. ~~Modern~~ Physics. Pearson, 2014. Book, pg. 205.
- Helmenstine, Anne Marie. "Equation for the Reaction Between Baking Soda and Vinegar" ThoughtCo. Dotdash Meredith, 30 Jan. 2020. www.thoughtco.com. Accessed 10 Mar. 2023

10/10/23