

Flying Start Challenge



All of the information needed to complete the activity, including relevant theory info, is included in the other document - 'Student Activity Pack'.

If you wish to use this activity for awarding the flying start prizes, the following mark scheme can be applied to determine the winner.

MARK SCHEME:

Theory Questions Mark Scheme					
Question	Answer				Marks Awarded
1	B				/1
2	A				/1
3	Two of the following: Chemical energy, thermal energy, electrical energy, radiant/electromagnetic energy, nuclear energy, sonic/sound energy.				/2
4	A				/1
5	45°				/1
6	0°				/1
TOTAL					
Catapult Design Mark Scheme					
Marking Criteria	Choose between 1 (weakest) to 5 (strongest) – base on level of effort				
	1	2	3	4	5
Visual Design	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Engineering Principles	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Projectile Distance*	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
TOTAL					
OVERALL TOTAL (Theory + Design)					

*Marks from 1-5 can be awarded for the projectile distance based on relative score between entrants, e.g. top 20% of entries get 5 - bottom 20% get 1.

