INSTRUCTION SHEET NO. 3

LET'S RACE!

Step 1 Roll out the Primary STEM Project Track or use tape and string to mark out a race track on a smooth floor (not carpet).



The track must be 10 metres long, but you will need extra space at the beginning and the end of the track for the start line and to allow for the cars to run off at the finish.



Step 2 Ask your teacher to assemble the launch system according to instructions provided with the Race System.

Step 3 Unhook the tether line pins and thread through the tether guides underneath the chassis. Resecure the tether lines.

Reverse the car, threading the hard acrylic tube car back on to the brass launch pipe.

Line each car up at the start line and pump the launch system to 6 bar.

> Start the race by pressing down on the big green Jaunch button.

Step 4 After racing, you will need to bring the cars back to the start line to unthread them from the tether line and put 2 new cars on the track.

Use a knockout system to race cars in pairs, with the fastest car going through to the next round.

Repeat this process until you have only one car remaining.