

### **CHALLENGE #1:**

Design a run or course that lasts at least 30 seconds

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## CHALLENGE #3:

Test a run with different balls, pom pons, etc. Which is fastest? Why?

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# **CHALLENGE #Z:**

Test a run with different balls, pom pons, etc.
Which is fastest? Why?

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## **CHALLENGE #4:**

Create a game/scoring system to go along with Challenge #3. Play it.

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#### **CHALLENGE #5:**

Design a run or course with two different routes.

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Test the marble run in Challenge #5 ten times. Which route is faster?

CHALLENGE #6:

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#### **CHALLENGE #7:**

Test other objects in your run. Make predictions.
Were you right?

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### **CHALLENGE #8:**

Make a run out of other recycled containers. What makes the best run?

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### **CHALLENGE #9:**

Design a run including a "drop" (where the object leaves the tube) into another tube.

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### CHALLENGE #10:

Test different angles or methods of connection.
What works best?

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### **CHALLENGE #11:**

Try building a freestanding course. How long can you make it?

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## CHALLENGE #12:

Try building a freestanding course. How tall can you make it?

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