

CHALLENGE #1:

Design and Build a Windmill employing an axle.

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CHALLENGE #2:

Create racetrack that uses an inclined plane (ramp) for its starting line.

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CHALLENGE #3:

Design a pulley system to transport an object at least 3 feet away

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CHALLENGE #4:

Build a winch (a type of pulley) that can pull an object to you from 5 feet away

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CHALLENGE #5:

Create a zipline that relies on pulleys that will hold the weight of a stuffed animal.

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CHALLENGE #6:

Create a catapult that uses acts as a lever to launch small objects at least 5 feet away.

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CHALLENGE #7:

Design a vehicle using wheels and axles can transport a stuffed animal at least 10 feet with just one push.

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CHALLENGE #8:

Create a Rube Goldberg Machine using multiple simple machines

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CHALLENGE #9:

Design an object that uses a screw (an inclined plane wrapped around a cylinder) to create a path for a marble.

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CHALLENGE #10:

Build a wedge-shaped doorstop and then test it out.

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