



Rockets!: Student Activity Sheet

Name: _____

Date: _____

Part 2: Deliver the Payload

Using the rocket, determine how much water and effervescent tablets you need to deliver a payload into “outer space.” Each test launch costs a lot of money, so **fewer** launches are better.

Launch #	Amount of Water (mL)	Sketch the Amount of Effervescent Tablet	Deliver Payload (circle one)
1			Y N
2			Y N
3			Y N
4			Y N
5			Y N

How many launches did it take to complete the challenge? _____

Part 3: How High Can You Fly?

Continue to change the amount of water and effervescent tablet and see how high you can launch the rocket.

Launch #	Amount of Water (mL)	Sketch the Amount of Effervescent Tablet	Approximate Height
1			
2			
3			
4			
5			

How did you measure the height your rocket flew? _____

Part 4: Space Spinoffs

1. **Space Problem:** How to Measure a Planet's Temperature

The product I think was developed from this technology: _____

I chose this product because: _____

2. **Space Problem:** Protecting astronauts from impact and g-forces

The product I think was developed from this technology: _____

I chose this product because: _____

3. **Space Problem:** Protecting a heat-seeking missile's antenna

The product I think was developed from this technology: _____

I chose this product because: _____

4. **Space Problem:** Stronger parachute straps

The product I think was developed from this technology: _____

I chose this product because: _____

5. **Space Problem:** Lightweight Parts

The product I think was developed from this technology: _____

I chose this product because: _____
