

The Space Race: Rocket Designs

Planning Stage:

You must design a rocket that will travel the furthest distance. Remember to think about the shape, weight and design of your rocket.

Draw and label the parts of your rocket design

List the materials you will need:

What is gravity?

What does gravity try to do on Earth?

Why do you think this design should work?

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Testing Stage:

Rocket Name	Distance

Hypothesising Stage:

Why do you think your best design worked?

Why do you think your worst design didn't?

Redesigning Stage:

Using all you learned, draw a version 2 design of your rocket down below

Why do you think this new design will work better than your first design?