CHALLENGE: COASTER

COASTER CAR DESIGN EXPLANATION

Na	ime: Dat	te:	Section:	
obtaine	•	rm of text, pictures, or	your coaster car design. This information cou other sources. In addition to information abou system design.	
Coast	er Car Design			
l.	What was your original source of inspirati	on for your coaster ca	and why did you select it?	
II.	Are there any roller coasters in operation	today that have cars t	hat match your design? Which ones?	
III.	Provide me with some dimensions of your			
	a. Overall Length: b. Overall Width: c. Overall Height: d. Vehicle Weight (in grams)		f your design was selected as the groups final	design).
IV.	What is the passenger payload for your ro allowing in your car?	ller coaster car? What	are your reasons for the number of passenge	rs you are
٧.	Due to the fact that your group will get an you made any modifications to enhance ho		our design is selected as the coolest looking d , not?	esign, have

Restraint System Design

VI.	What inspired your restraint system design? Why did you feel it would best restrain your passengers?		
VII.	What materials did you select for your restraint system? Why were these materials selected and why do you feel they will best hold your passengers in place?		
VIII.	Earlier in the activity we talked about the physics involved with roller coasters and how they affect the human body. Some of the forces we discussed were Centripetal Force, Centrifugal Force, Inertia, Gravity, and Acceleration. Your ball bearing passengers will experience similar forces to actual passengers on a roller coaster. a. Describe for me how passengers are held in their seats when going around a loop.		
	b. Describe how the "weightlessness" feeling is created on a roller coaster.		
	c. If your ball bearing passengers had "stomachs" what would cause them to feel sick while riding a coaster?		