

**Dynamic Design:
Launch and Propulsion**

Fly Like an Eagle

STUDENT ACTIVITY

PROCEDURE

1. What questions do you have about how a water rocket works?
2. Write a question that deals with finding out if the amount of water in the bottle affects how high a water rocket will travel.
3. Describe how you could vary the amounts of water in your bottle rocket (operational definitions).
4. What variable are you testing? That is your manipulated variable and the one thing that you will change.
5. What response or effect will you be looking for? That is your responding variable.
6. List all of the things that have to stay the same to ensure that the test is fair. These things make up your controlled variables.





7. Write a procedure explaining how you could test your manipulated variable.

8. Make a data table for recording the responding variable. Make sure that you test your water rocket more than one time with each amount of water.

9. Have your teacher or supervisor approve of your plan and schedule a time for testing.

Teacher Signature _____

Testing Time _____