

## Evaluating and Communicating

1. Which modification was the best solution to the problem?

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2. What evidence do you have that this modification was the best? \_\_\_\_\_

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3. If you had more time and/or different materials available, what modification would you make next? \_\_\_\_\_

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## Right the Ribeter

### Engineering Journal





**Engineer** \_\_\_\_\_

**Problem:** The plastic frog rarely lands on its feet. That must hurt!

**Criteria:** The plastic frog jumps at least 4 inches and lands on its feet. The plastic frog cannot be cut in any way – otherwise it might croak!



**Constraints:** You only have one plastic frog to use and available materials.

**Demo and report date:** \_\_\_\_\_

Baseline data: Jump your plastic frog ten times. Color in rectangles to indicate how many times it lands upright and how many times it lands upside down.



Original Drawing (with labels)

Modification 5 Data: Jump your plastic frog ten times and record your data.

Modification 5 Drawing (with labels)



Modification 5: Keep or Kick (circle one)

Modification 4 Data: Jump your plastic frog ten times and record your data.

Modification 4 Drawing (with labels)



Modification 4: Keep or Kick (circle one)

Modification 1 Data: Jump your plastic frog ten times and record your data.

Modification 1 Drawing (with labels)



Modification 1: Keep or Kick (circle one)

Modification 2 Data: Jump your plastic frog ten times and record your data.

Modification 2 Drawing (with labels)

Modification 2: Keep or Kick (circle one)

Modification 3 Data: Jump your plastic frog ten times and record your data.

Modification 3 Drawing (with labels)

Modification 3: Keep or Kick (circle one)