

Mouse Trap Cars

Specialized tools/technology used:	Experience level required:
common craft materials, found/upcycled materials	beginner

Grade Level (of this example): K-8

Topic/Content Standards (for this example): STEM: transfer of potential/kinetic, energy, gear ratios, friction, design practices

Summary of Project:

Students will design and build a classic mouse trap car that meets any criteria designated by the teacher. Multiple video and print examples are available online for students research examples - consider imposing a limit on number of resources to focus the students. Students work individually or in small groups to build a car with a body, axles, and wheels with traction. Cars must have one mousetrap and a functioning string. Presentation and evaluation can incorporate a display of the working model for the class, or student projects can compete in any of the following: speed, distance on a flat or inclined surface, trajectory, load-bearing over a set distance.



