Name: _____   **Class:** _____

Engineering a Pitching Machine
GRADES 6-8

Identify the Problem: What is the problem you are trying to solve?

Brainstorm multiple designs

Select a single design (draw in detail, label materials and provide measurements)

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Build, Design, and Test It: Your test should be a controlled experiment; the table is provided to support your data collection. Consider ensuring the target, energy input, pitcher, and ball are the same.

	Test 1	Test 2	Test 3
Over the plate but low			
Over the plate but high			
Directly over the plate			

Communicate: Did it work? What evidence supports that it works? Would you make any changes?

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