

FIELD GUIDE: EXPLORATION 4

SUPER STOMP ROCKET



PLAY | GUIDE | DISCOVER

THEME: THE SCIENCE OF FLIGHT AND PRESSURE **DIFFICULTY: 2/5 | TIME: 30 MINUTES**

SUPPLY LIST:

EMPTY 1.5/2 LITRE PLASTIC BOTTLE | HOSE OR FLEXIBLE TUBING | CARDBOARD/PLASTIC TUBE | STRING | DUCT TAPE | SCISSORS | GLUE | TAPE | PAPER



USE DUCT TAPE TO SECURE ONE END OF THE HOSE TO THE MOUTH OF THE PLASTIC BOTTLE. MAKE SURE THERE ARE NO AIR LEAKS



USE MORE DUCT TAPE TO SECURE THE OTHER END OF THE HOSE TO A PLASTIC/CARDBOARD TUBE. CHECK AGAIN FOR AIR LEAKS



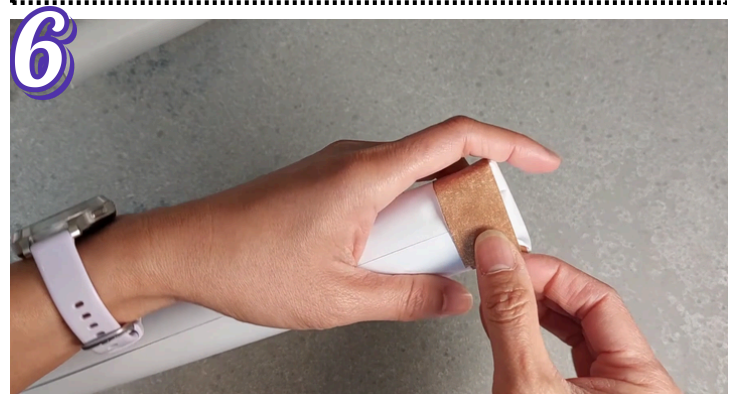
WRAP A SHEET OF PAPER LENGTHWAYS AROUND THE PAPER/PLASTIC TUBE AND STICK THE LOOSE END DOWN TO MAKE A TUBE OF PAPER. IT MUST NOT BE TOO TIGHT FITTING



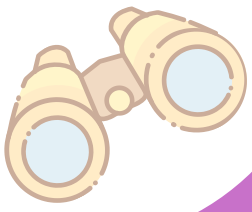
DRAW A CIRCLE THE SAME SIZE AS YOUR PAPER TUBE (ROCKET), LEAVE A 1CM GAP AND CUT OUT. MAKE SEVERAL CUTS FROM THE EDGE OF THE CIRCLE TO THE INNER CIRCLE TO CREATE FLAPS



APPLY GLUE TO THE FLAPS AND STICK THE FLAPS DOWN AROUND THE END OF YOUR ROCKET. THIS IS THE 'CAP' OF YOUR ROCKET TO STOP AIR LEAKING OUT



ADD A LAYER OF TAPE AS EXTRA PROTECTION AGAINST AIR LEAKS

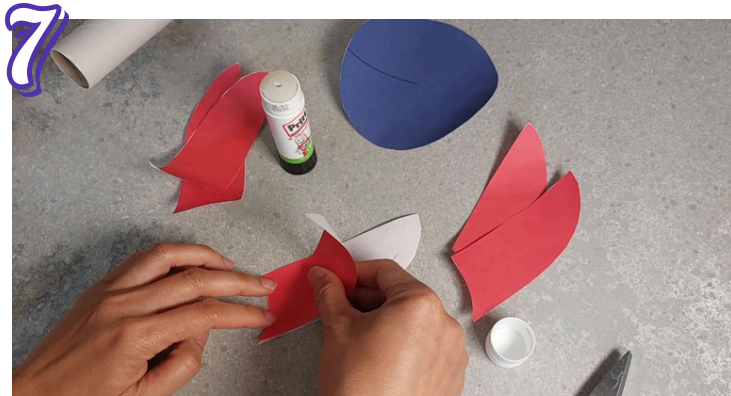


FIELD GUIDE: EXPLORATION 4

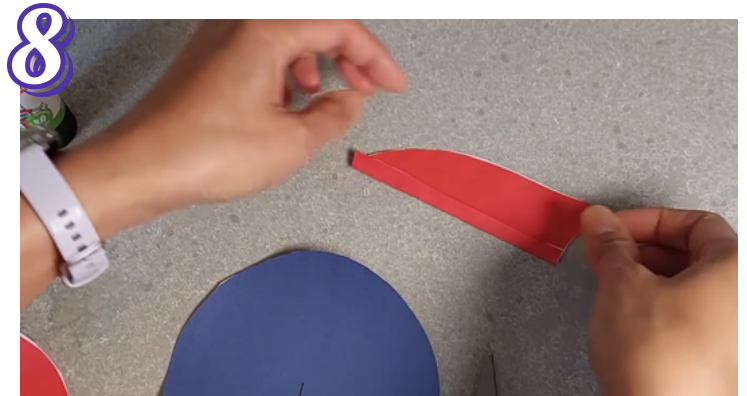
SUPER STOMP ROCKET



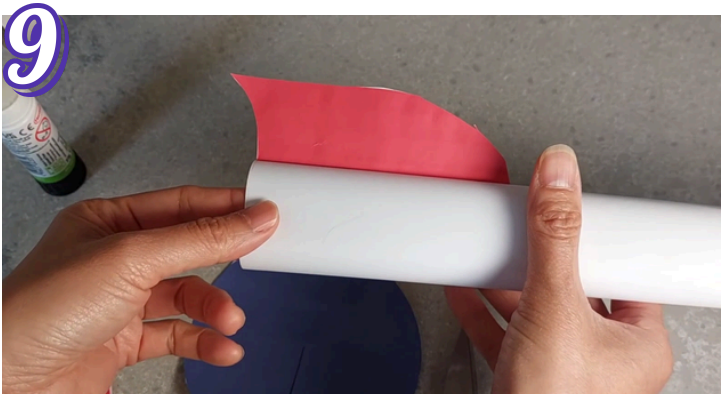
PLAY | GUIDE | DISCOVER



CUT SOME FINNS OUT FOR YOUR ROCKET - IT WILL MAKE YOUR ROCKET FLY FASTER!



FOLD A SMALL FLAP IN THE FIN AND APPLY GLUE TO IT



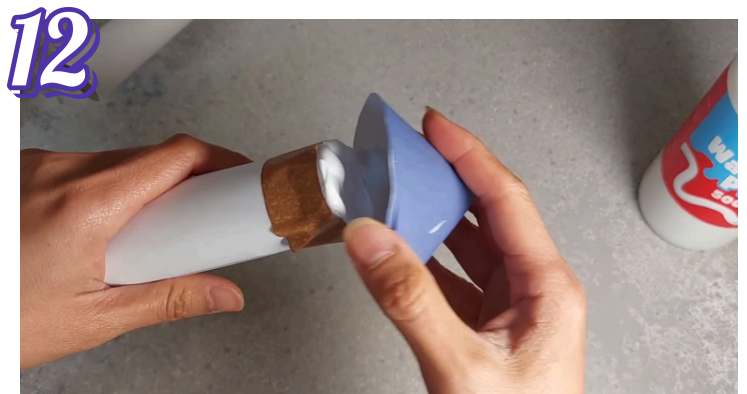
GLUE THE FIN TO THE ROCKET



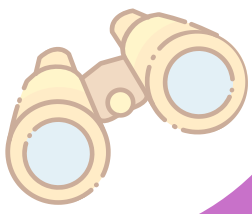
REPEAT WITH THE OTHER FINNS



CUT A CIRCLE FOR THE CONE, CUT A LINE FROM THE OUTER EDGE TO THE CENTRE. SHAPE THE CIRCLE INTO A CONE SHAPE AND GLUE THE JOIN DOWN



ATTACH THE CONE TO YOUR ROCKET WITH SOME GLUE



FIELD GUIDE: EXPLORATION 4

SUPER STOMP ROCKET



PLAY | GUIDE | DISCOVER

THEME: THE SCIENCE OF FLIGHT AND PRESSURE

DIFFICULTY: 2/5 | TIME: 30 MINUTES

13



FIND A NEW SPACE TO SET UP YOUR ROCKET. TIP: IT'S A GOOD IDEA TO WEIGH YOUR HOSE DOWN WITH SOMETHING AND TO PROP YOUR LAUNCHER UP SO THE ROCKET POINTS UPWARDS!

14



NOW GET YOUR JUNIOR ADVENTURER TO STOMP ON THE PLASTIC BOTTLE AND WATCH YOUR ROCKET SOAR!

HAVING TROUBLE?

- IF THE ROCKET ISN'T FLYING HIGH, THERE COULD BE AN AIR LEAK SOMEWHERE. CHECK THE SEALS AROUND THE HOSE, AND THE CAP OF THE ROCKET CAREFULLY
- ROCKET GOING SIDWAYS? USE BRICKS/TIN CANS TO PROP THE CARDBOARD LAUNCHER TUBE SO IT POINTS UPWARDS
- DON'T FORGET TO RESET THE PLASTIC BOTTLE AFTER EVERY STOMP - IT NEEDS TO BE FULL OF AIR TO WORK!



STUCK? SCAN THIS CODE TO WATCH A DEMONSTRATION OF THIS EXPLORATION

FOR FREE BONUS ACTIVITIES PLUS DOWNLOADABLE TEMPLATES FOR THE ROCKET FINS - SIGN UP [HERE](#)

