

Car Builder



Land Transportation
Days 1 and 2

Situation



A local race team is looking for a new design to make their racing record better. They want to use a computer to design their car. This is how they can get the latest designs. They also want the computer to save time and money.

Problem



Your team has been hired to design a race car using the computer program "Car Builder". Select all parts and then use the wind tunnel and road test to test the speed of your design. Only cars moving over 130 MPH will be considered.

Objectives



Students will use creativity and problem solving to design a car on the computer.

Materials



"Car Builder" computer program
installed on the computer (1 per group)

Requirements

You must use the "Car Builder" program to design your car. Follow these directions to start the program:

1. Select "Car Builder" from the menu.
2. Use the keys in the program menu (bottom right of screen) to select the right parts.
3. Follow the picture (top of screen) to see what the parts look like.
4. Select all parts under "Mechanical Design" and then go to "Body Design".
5. When your car is built, run the wind tunnel test before the road test.
6. After the road test, show your teacher the speed of your car.

A = over 130 MPH
B = 120 - 129 MPH
C = 110 - 119 MPH
D = 100 - 109 MPH
F = below 100 MPH

