	Predictions	Results
Fastest Object	vehicle	
Slowest Object	building log	
Fastest Path	purple wavy	
Slowest Path	green bumpy	

Going the Distance Place a long ruler or tape measure on the floor, beginning at the bottom of the ramp. Ask children to find classroom objects they think will roll far. Have children roll the objects down the ramp to discover which will roll the farthest. Record each distance as you go. As a class, compare the distances and talk about the results.

Lakeshore®

AA898

ROLL & RACE! ACTIVITY RAMP

Develops Skills In

- Exploring motion, friction, and angles
- Understanding cause & effect

What's Included

- Wooden ramp
- 6 textured plastic paths

About the Ramp

Here's a simple, exciting way to introduce young children to STEM concepts—from friction and motion to cause & effect. The two-lane ramp comes with six interchangeable, textured paths. As children roll objects down the paths, they analyze the motion of objects and explore how different textures affect speed and momentum.

Using the Ramp

- Introduce the ramp and six textured paths to children. Ask children what is different about the paths, guiding them to notice that each has a different texture.
- Show children how to secure the paths to the ramp. Simply fit the pegs on the back of each path into the holes at the top of the ramp. This will keep the paths in place during use.
- Choose two objects to roll down the ramp. You can use two identical objects, such as two play vehicles, or two different objects, such as a vehicle and a ball. Invite children to predict which object will roll down its path faster.
- Test children's predictions. If you used two different objects, try rolling two of the same objects next time. Compare the results.

Talk About It

As children use the ramp, ask questions such as the following to engage their critical thinking:

- *Which textured path do you think will slow objects down? Why?*
- *Which items in our classroom do you think could roll faster than a car?*
- *How far do you think the car will roll? Let's try measuring the distance with a ruler!*

Build On Their Learning

Prediction Chart Select several classroom objects to roll down the ramp. As a class, make a chart to predict which objects will roll the fastest and slowest, as well as which paths will provide the fastest and slowest rolling surfaces. (See the example chart on page 4 of this guide.) Allow children to work independently or in small groups to test the objects and note their findings. Tally the results and record them in the "Results" column of the chart. Test children's findings as a class to confirm the results.

(continued)