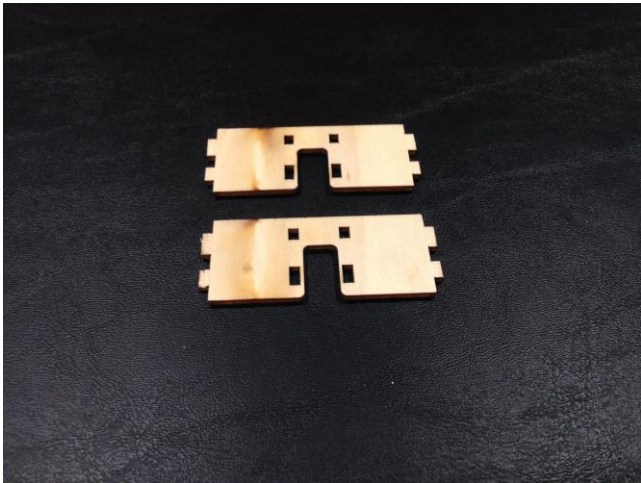


Catapult- Lesson Plan #1

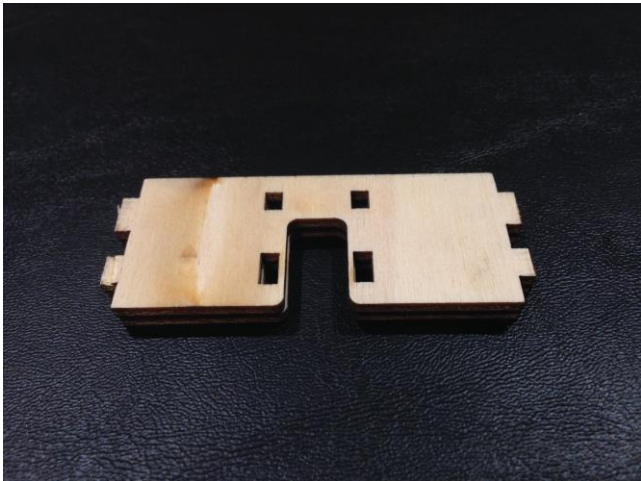


This is how the model should look like after you are completely done.

DO NOT PAINT THE MODEL UNTIL ADVISED OTHERWISE!



Break and file the parts as shown in the pic

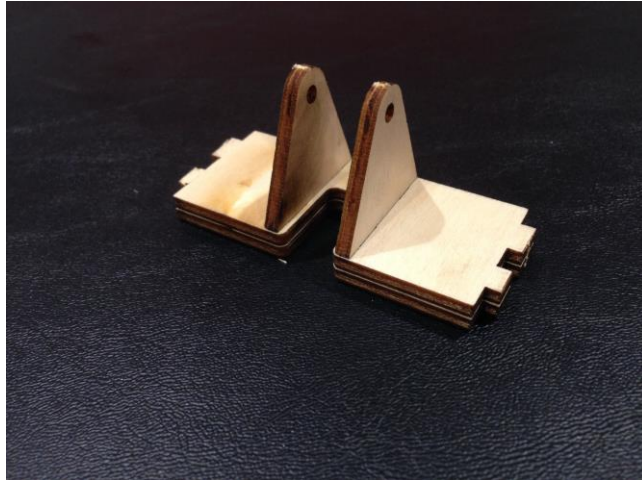
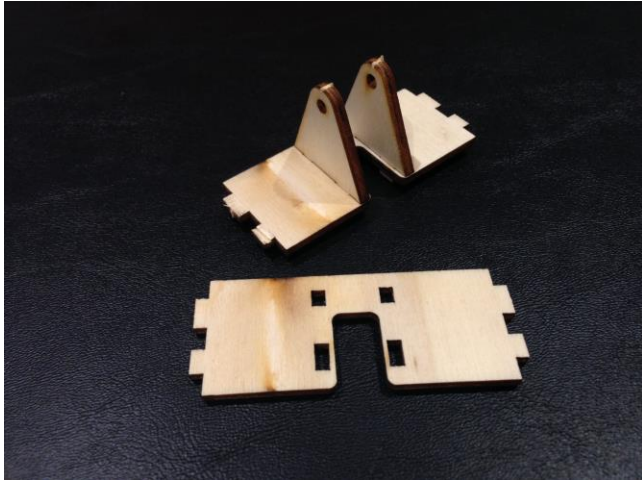


Place them on top of each other.

DO NOT USE GLUE!!!

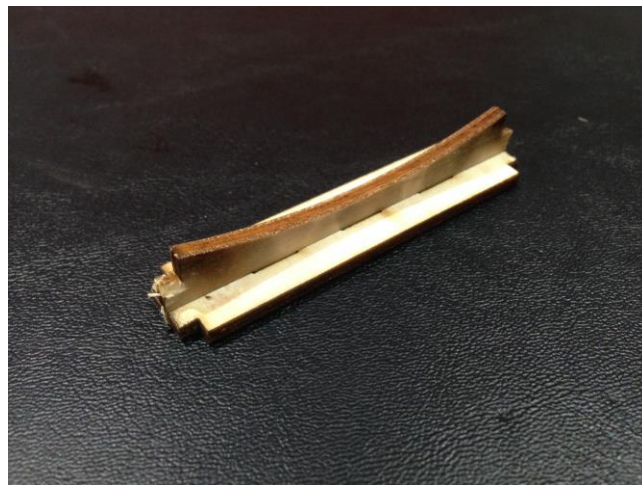


Break and file the parts as shown in the pic



Glue the two parts to one of the rectangular pieces, only then glue the second piece. If the parts don't connect smoothly file down the sides gently

Make sure all the pieces are connected well.



Break and file the parts as shown in the pic.

Then glue the parts together.



Break and file the parts as shown in the pic.

Then place the long parts on top of each other



Glue the parts as shown in the pic.



Break and file the parts as shown in the pic.



Glue the first part as shown in the picture



Only then glue the 2nd part crossing the first one.



Do the same thing on the other side



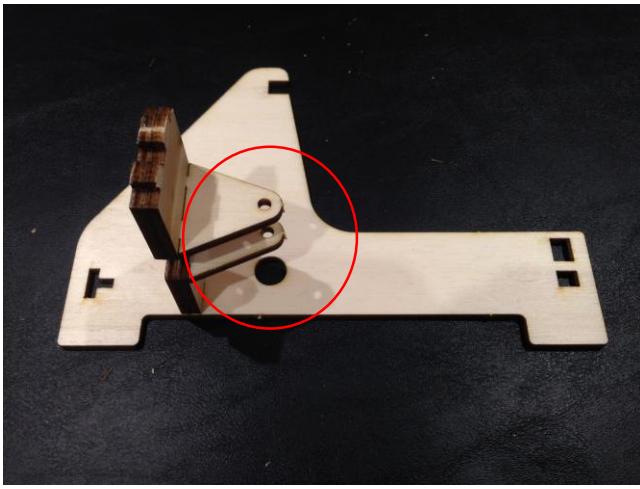
Once you are done, you have a "rock" to launch.



Go through the same process for the 2nd "rock"



Break and file the part as shown in the pic.

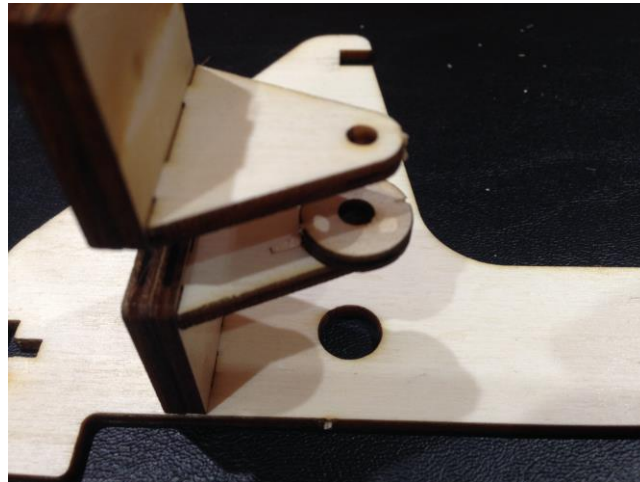
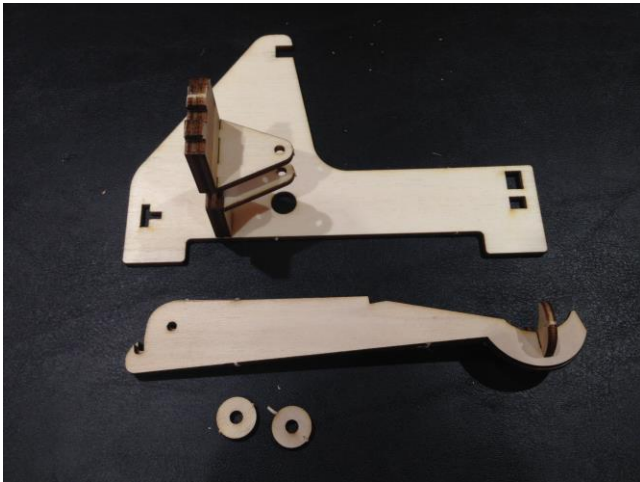


DO NOT USE GLUE!!!!

Place the rectangular part on the side wall, as shown in the picture.

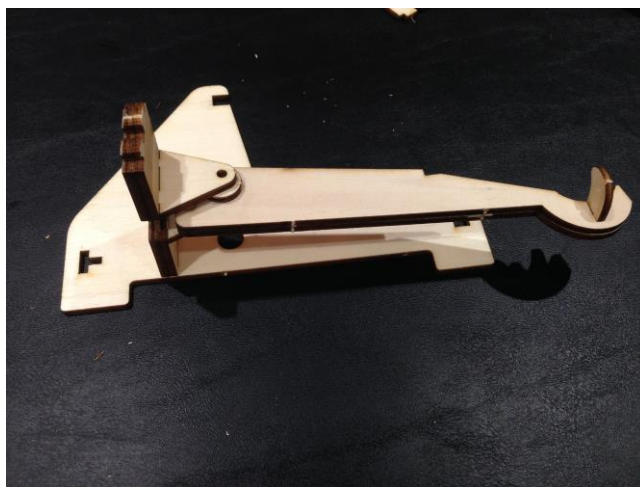
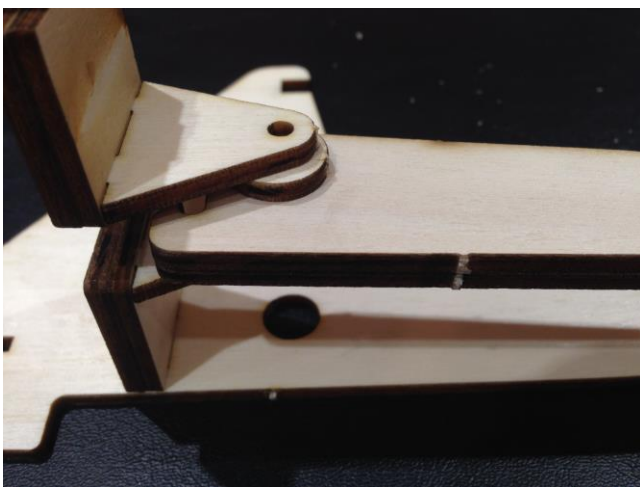
Make sure the holes on the top of the triangle are aligned with the hole on wall.

Please double check before continuing!



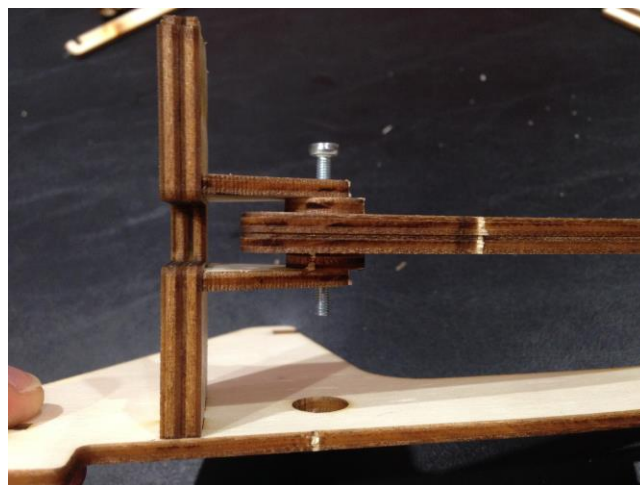
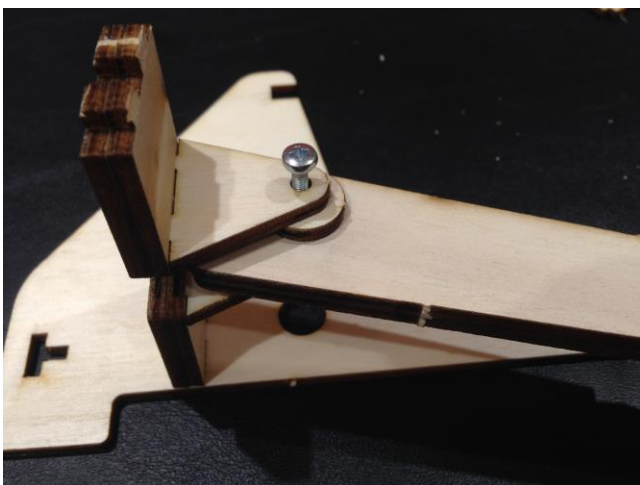
Bring the arm, and the 2 circles.

Place on circle on the inner side of the bottom triangle



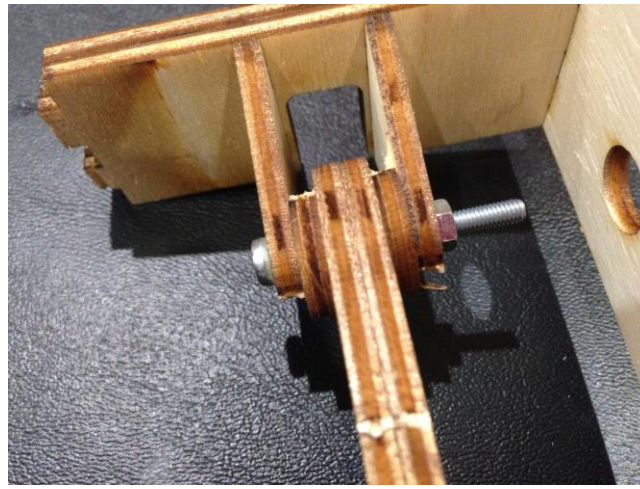
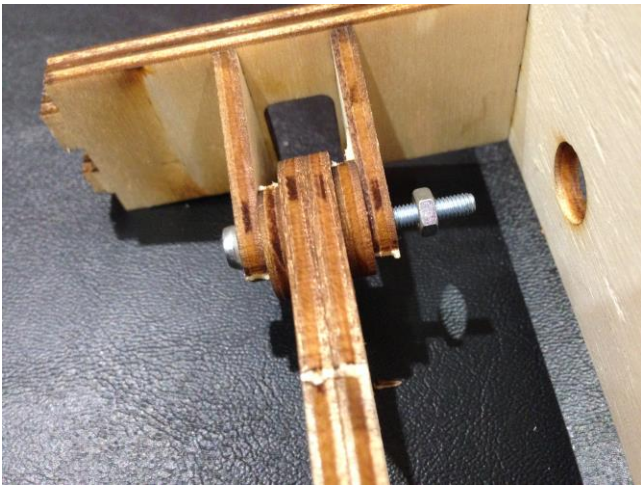
Place the arm and then the 2nd triangle.

So now we have the bottom triangle, a circle, the arm, another circle and the top triangle sandwiched.



Hand a 30 screw to each of the students. Insert it from one side to the other.

Before putting the lock nut, go around and check all the models for correct assembly



Hand a regular lock nut to each of the students. Lock the nut all the way.

Make sure it is loose enough for the arm to move freely.

Before ending class, re-check all the models!