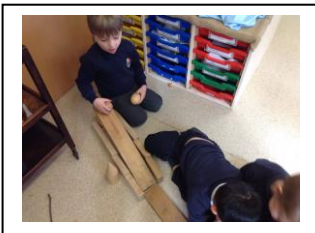


Our explorations with ramps led us to think about trajectory play. We thought about what objects would travel, how far and why?



**Our work with ramps led us towards exploring trajectory play. How far can a sphere travel? What impacts the distance? How can we measure it? Are there rules to follow? Do different materials behave differently, indoors and outdoors?*

**Is sphere the only object that will go down the ramp? What are the properties of shapes that will roll or travel? How do we prevent the sphere from rolling off the ramp? Is a sphere the only thing that will go down the ramp? What do we notice?*

**What are the properties of shapes that roll or travel? Do we notice any common links? Is how far the objects travel affected by the size of the object or ramp?*

"It's not only a sphere that rolls! That was a triangular prism... but you had to push it down. The sphere rolled easily. That went really far!"
(Lewis)