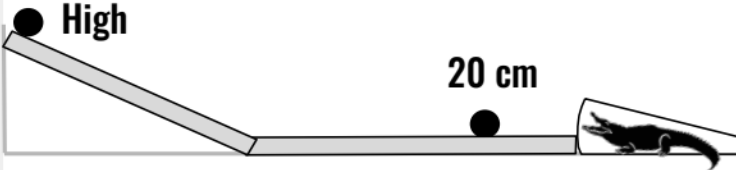
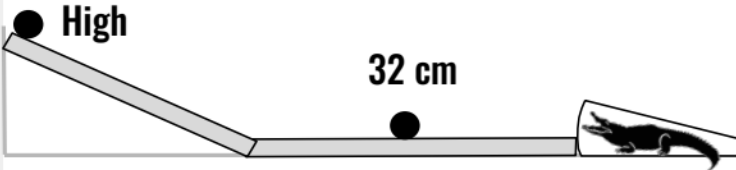
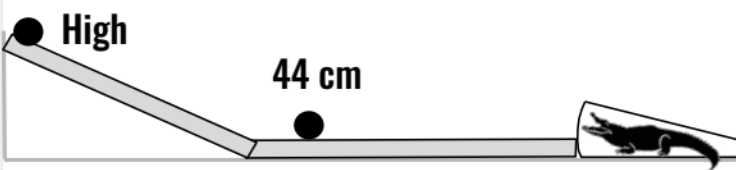
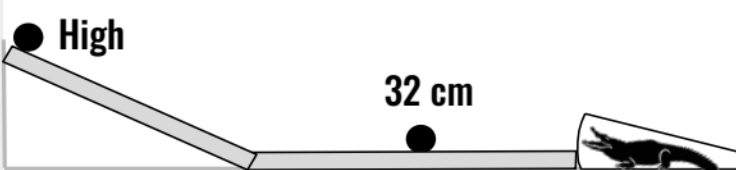
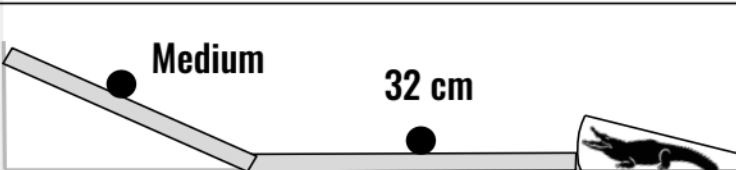
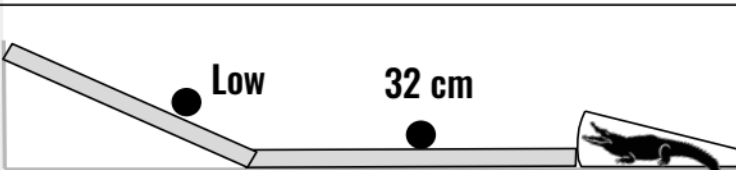


Distance and Height Experiments!

Always release the Hill Marble at the "High" mark:	Change the distance of the Bumper Marble from the alligator:	Did the Hill Marble get eaten? (It's ok if the Bumper Marble got eaten.)			
		Trial 1	Trial 2	Trial 3	Trial 4
 <p>High 20 cm</p>	eaten safe	eaten safe	eaten safe	eaten safe	
 <p>High 32 cm</p>	eaten safe	eaten safe	eaten safe	eaten safe	
 <p>High 44 cm</p>	eaten safe	eaten safe	eaten safe	eaten safe	

DISTANCE RESULTS: Moving the Bumper Marble farther away from the alligator (**always / sometimes / never**) kept the Hill Marble from getting eaten. Currently, the Bumper Coaster ride has (**too much / just enough / too little**) energy.

Change the height where you release the Hill Marble:	Always place the Bumper Marble 32 cm from the alligator:	Did the Hill Marble get eaten? (It's ok if the Bumper Marble got eaten.)			
		Trial 1	Trial 2	Trial 3	Trial 4
 <p>High 32 cm</p>	eaten safe	eaten safe	eaten safe	eaten safe	
 <p>Medium 32 cm</p>	eaten safe	eaten safe	eaten safe	eaten safe	
 <p>Low 32 cm</p>	eaten safe	eaten safe	eaten safe	eaten safe	

HEIGHT RESULTS: Moving the Hill Marble lower on the hill (**always / sometimes / never**) kept it from getting eaten. Currently, the Bumper Coaster ride has (**too much / just enough / too little**) energy.