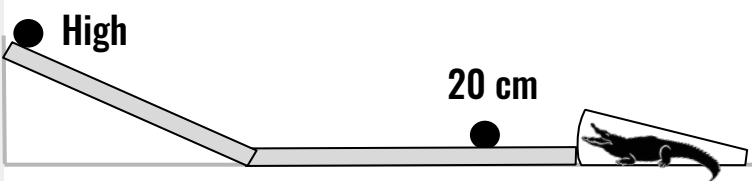
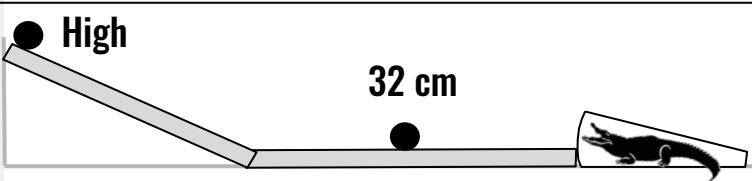
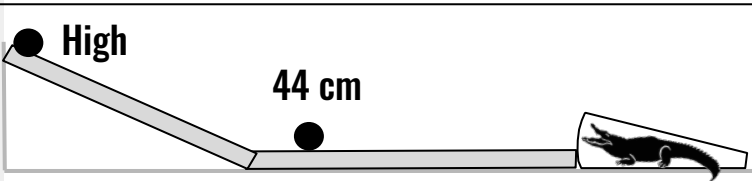
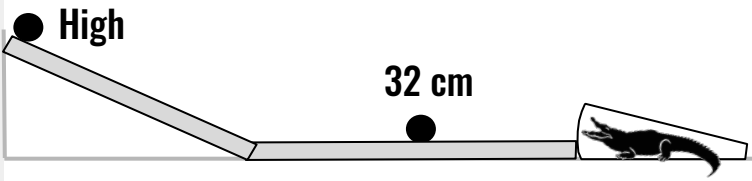
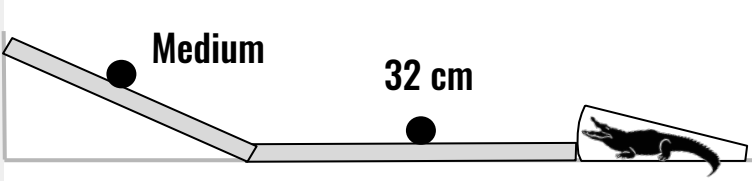
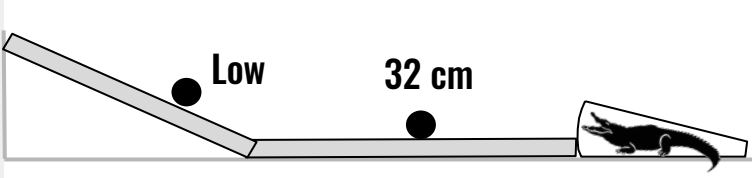


# Distance and Height Experiments!

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
	20 cm	eaten safe	eaten safe	eaten safe	eaten safe
	32 cm	eaten safe	eaten safe	eaten safe	eaten safe
	44 cm	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
	32 cm	eaten safe	eaten safe	eaten safe	eaten safe
	32 cm	eaten safe	eaten safe	eaten safe	eaten safe
	32 cm	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.