EXPERIMENT MANUAL



THAMES & KOSMOS

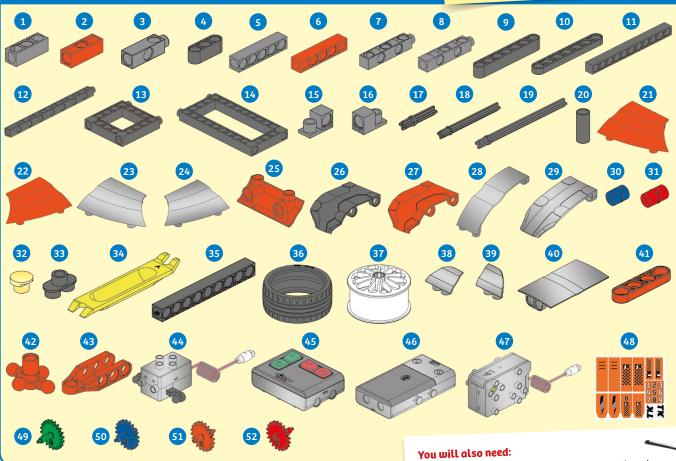
Franckh-Kosmos Verlags-GmbH & Co. KG, Pfizerstr. 5-7, 70184 Stuttgart, Germany | +49 (0) 711 2191-0 | www.kosmos.de Thames & Kosmos, 301 Friendship St., Providence, RI, 02903, USA | 1-800-587-2872 | www.thamesandkosmos.com Thames & Kosmos UK Ltd, Goudhurst, Kent, TN17 2QZ, United Kingdom | 01580 212000 | www.thamesandkosmos.co.uk



What's inside your experiment kit:

GOOD TO KNOW! If you are missing any parts, please contact Thames & Kosmos customer service.

US: techsupport@thamesandkosmos.com UK: techsupport@thamesandkosmos.co.uk



Checklist: Find – Inspect – Check off

2 x AAA batteries (1.5-volt, type AAA/LRO3) and 3 x AA batteries (1.5-volt, type AA/LR6)

~	No.	Description	Qty.	ltem No.	V	No.	Description	Qty.	ltem No.
Ο	1	3-hole rod	13	7026-W10-Q2S2	Ο	27	Small body plate A, orange	2	7392-W10-J10
О	2	3-hole cross rod, orange	8	7026-W10-X10	Ο	28	Large body plate	2	7398-W10-C1TD
Ο	3	3-hole dual rod, gray	2	7061-W10-R1S3	Ο	29	Small body plate B	2	7398-W10-C2TD
Ο	4	3-hole wide rounded rod, black	4	7404-W10-C1D	Ο	30	Short anchor pin, blue	59	7344-W10-C2B
О	5	5-hole rod B, gray	6	7413-W10-K2S2	Ο	31	Anchor pin, red	42	7061-W10-C1R
О	6	5-hole rod C, orange	9	7413-W10-K3O1	Ο	32	Long button pin	4	7061-W10-E1TY
О	7	5-hole dual rod B, gray	2	7026-W10-S2S2	Ο	33	Two-to-one converter	4	7061-W10-G1D
О	8	5-hole dual rod C, gray	4	7026-W10-S3S3	Ο	34	Anchor pin lever	1	7061-W10-B1Y
О	9	7-hole wide rounded rod, black	4	7404-W10-C2D	Ο	35	9-hole rod	2	7407-W10-C1D
О	10	7-hole flat rounded rod, black	4	7404-W10-C3D	Ο	36	Tire	4	7407-W10-A1D
О	11	11-hole rod	2	7413-W10-P1D	Ο	37	Wheel	4	7407-W10-B1W
О	12	15-hole dual rod	2	7413-W10-H1D	Ο	38	Small body plate C, left	2	7407-W10-D2TD
Ο	13	Square frame	2	7026-W10-T2D	Ο	39	Small body plate C, right	2	7407-W10-D3TD
Ο	14	Short frame	2	7413-W10-I1D	Ο	40	Flat body plate	2	7407-W10-D1TD
О	15	90-degree converter X, gray	6	7061-W10-J1S3	Ο	41	4-hole flat rounded rod, orange	2	7407-W10-F2O
О	16	90-degree converter Y, gray	6	7061-W10-J2S3	Ο	42	4-ball joint	2	7407-W10-F10
О	17	Axle, 35 mm	2	7413-W10-O1D	Ο	43	U rod	4	7407-W10-E10
Ο	18	Axle, 70 mm	2	7061-W10-Q1D	Ο	44	IR steering motor box	1	7407-W85-A
Ο	19	Axle, 100 mm	2	7413-W10-L2D	Ο	45	4-channel IR remote control unit	1	7407-W85-C-US
Ο	20	Tube, 20 mm	12	7400-W10-G2D	Ο	46	4-channel battery box	1	7407-W85-D-US
Ο	21	Body plate left, orange	3	7392-W10-L10	Ο	47	Adjustable gearbox	1	7407-W85-B
Ο	22	Body plate right, orange	3	7392-W10-L20	Ο	48	Electrostatic sticker sheet	1	R20#7407-US
Ο	23	Body plate left, black	1	7392-W10-L1TD	Ο	49	Green gear for gearbox	1	7407-W10-O1G
Ο	24	Body plate right, black	1	7392-W10-L2TD	Ο	50	Blue gear for gearbox	2	7407-W10-O2B
Ο	25	Side plate	4	7392-W10-M10	Ο	51	Orange gear for gearbox	1	7407-W10-O3O
Ο	26	Small body plate A, black	4	7392-W10-J1D	Ο	52	Red gear for gearbox	1	7407-W10-O4R

Remote-Control Machines: Custom Cars

>>> TABLE OF CONTENTS

TIP!

You will find additional information in the "Check it out" sections on pages 14, 15, 21, 29, 30, 31, 39, 46, and 80.







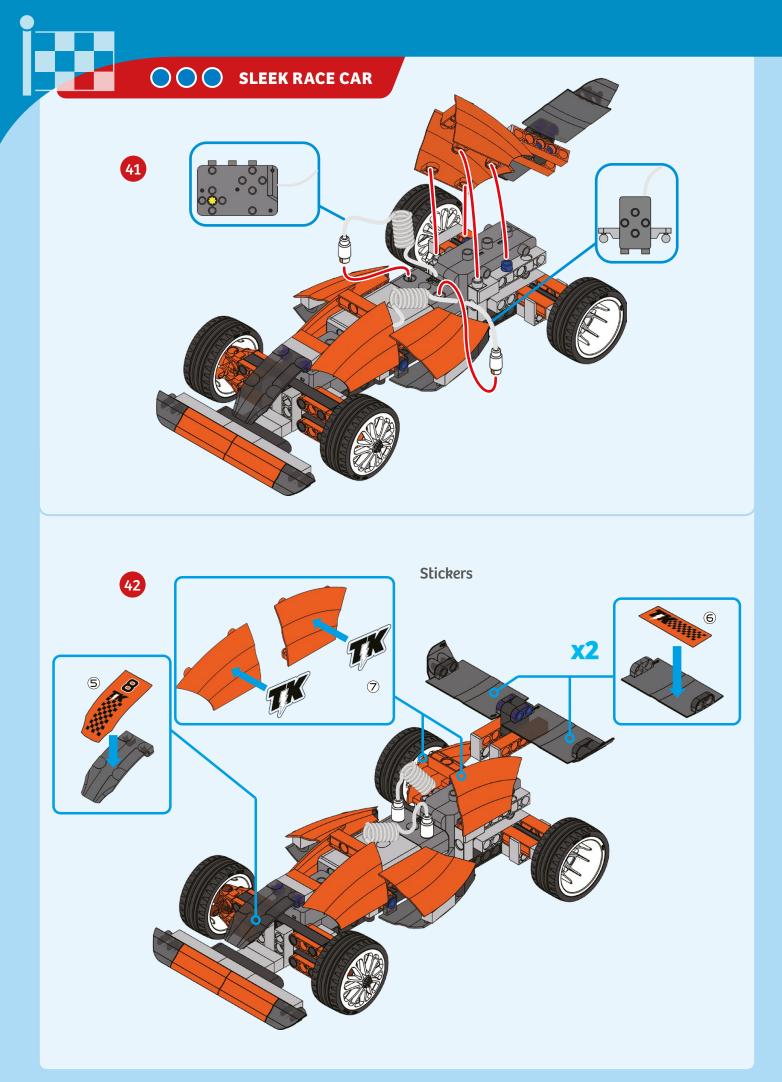
TIP!

Above each set of assembly instructions, you will find a red bar:

>>> It shows you the difficulty level for the model's assembly:



Safety Information Inside front cover
Kit Contents
Tips and Tricks
Table of Contents
Introduction Engineering Different Cars for Different Uses
Race Cars19Build a model of a sleek race car and a dragster to race around a track.Learn about the physics of cars and drag racing.
The models: Sleek race car
Dragster
Luxury Cars 22 Construct a luxury super car and learn about how the gears, engines, and drive shafts of cars work. 23
The model: Super car
Classic Cars 41
Build a hot rod and a hot hatchback, and learn about some famous cars throughout history. Then learn about engineering a race car and build a speedy go-kart.
The models:
Hot rod
Go-kart
Madawa Cawa
Modern Cars52Build a pickup truck and a truck to move cargo around. Then build abuggy to drive up hills.
The models:
Pickup truck
Truck
Биууу
Future Car
The model: Electric car73
Publisher's Information





EXPERIMENT 1

Building a race track

HERE'S HOW

Have a friend or family member set up a race course in a room in your house. He or she can gather various objects, such as small cardboard boxes (e.g., tea boxes and matchboxes), toys, and empty cans, and place them around the room. Set up a start and finish line. Turn on your model and race around the track as fast as you can! Take turns timing each other and see who can drive the model car around the track the fastest.





CHECK IT OUT

The Physics of Cars

ACCELERATION

Acceleration is a change in the velocity of an object. That means that the object could be speeding up, slowing down, or changing direction and it would be accelerating. The time it takes for a car to go from 0 to 60 miles per hour is a common measure of a car's ability to accelerate.

FORCE

When a car turns a corner sharply, accelerates, or decelerates, you feel a push or a pull on your body. This is because the car is exerting a force on you. A force is necessary to make an object move and is proportional to the amount of mass and the acceleration of an object. It is very important for the engineers who design cars to understand the forces that a car experiences when in motion. Based on your experiences, what forces do you think act on a car when it is moving?

WORK

The way that physicists define work is different than the common usage of the word. **Work** is when a force causes a displacement in the same direction as the motion of an object. For example, if you were walking around at a steady velocity with a box in your arms you would *not* be performing work. This is because the force required to hold up the box points in the upward direction, while the displacement from your walking around is in the horizontal direction. However, if you were to push a box along the floor or lift a box up, you would be performing work.

