**Lab: Soak \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_!**

Goal: Use our understanding of 1D motion to get someone wet.

Overview: A brave soul will “walk the plank” underneath the Innovation Building next to I-115. A blindfolded assassin releases a water balloon from the second story of the building at the timer’s call. The timer has his/her back to the walker and can only see the stopwatch. The group determines the time at which the timer yells, “Drop!”

Procedure: (Determine with your group. Have Ms. Yaghoubian approve your procedure before you test!)

Materials: Data:

Calculations:

Was your mission successful? If not, why not?