

On Target Season Lesson/Practice Schedules (Version 2, Rough Outline)

Here are some ideas for you for your coaching season. Before the competition, you'll want to try to do at least 1 mock competition where you do the entire event from start to finish. e.g. build 6 rockets, launch them and respond to feedback from each launch.

Here are two sequences in summary form. We can add more details to these as we go along.

8 session season (rushed)

1. Introduction (start lab notebooks)
2. Variations in rocket construction
3. Controlling mass in rocket construction (simple balance)
4. Launcher variables (Aiming the launcher) (tool making)
5. Launcher variables (o-ring and launch angle) (tool making)
6. Launcher variables (drop height)
7. Zeroing in on the target (linear interpolation)
8. Final preparations (run through full sequence twice)

12 session season (adequate)

1. Introduction (start lab notebooks)
2. Variations in rocket construction (pre-built rocket game)
3. Controlling mass in rocket construction (simple balance)
4. Launcher variables (Aiming the launcher)
5. Contrived competition (straight line target, other aiming games, tool making)
6. Launcher variables (o-ring) (tool making)
7. Launcher variables (launch angle) (tool making)
8. Launcher variables (drop height) (tool making)
9. Contrived competition (multiple variables vs. single variable)
10. Contrived competition (sabotage)
11. Zeroing in on the target (linear interpolation)
12. Final preparations (run through sequence twice)