

Grade 2 Exploration STEAM Activity: Create a Candy Catapult!



Have fun with some of your Halloween candy by creating a candy catapult! You can create your own catapult with materials around your house. Clothespins, spoons, scrap wood work great. Below you will find one example using popsicle sticks that you can try at home. You can also check out various options online and on YouTube.

Have fun creating, exploring and sending your candies soaring!

What are we learning?

Catapults use a simple machine: the lever. The purpose of a lever is to make an item easier to move.

There are four parts to a level: a rigid bar (arm), pivot point (fulcrum), the object being moved (load force) and the force applied to move the load (effort force). Catapults use stored potential energy to eject the candy across the room. Adjusting your lever may impact the way in which the item is catapulted.

Explore with various items and by making changes to your catapult! Here is one way to make one:

Popsicle Stick Catapult

Materials needed:

- Craft sticks (popsicle sticks)
- Plastic spoon (or an extra stick and bottle cap)
- Rubber bands/elastics

Instructions:

1. Take 5 sticks and stack them, securing one end with a rubber band. You'll need to wrap the rubber band around several times to make it secure. This is called a fulcrum.
2. Slide one more stick, sideways, between the bottom stick and the rest of the stack.
3. Secure the other end of the stack with a rubber band.

4. Place the spoon on top and attach the end of the spoon to the end of the single stick with the last rubber band. If you do not have a plastic spoon, you can use another popsicle with a bottle cap glued on top to make a launching device.

5. Launch soft Halloween candies or crumpled up balls of aluminum foil or paper and see how far they go!

Below are variations to how you can build a catapult using items around the house. There are also various great YouTube videos that will demonstrate the popsicle stick catapult!

Have fun exploring with catapults!

Ms. Jessi

