Egg Catch Project

Objective: You (and up to one other person) will design and build a device into which an egg will be dropped. The device must catch the egg without breaking or cracking it.

Rules:

1. The device can be no taller than 15cm.
2. The device can be no wider than 30cm on any one side.
3. After the drop, the egg must be able to be extracted from the device and have no part of the device remaining on the egg.
4. No food, water or latex can be part of the design.
5. Extra points for creativity.
6. IF THE EGG BOUNCES OUT, REGARDLESS OF WHETHER IT BREAKS OR NOT, YOUR PROJECT IS DEEMED UNSUCCESSFUL.

Competition:

1. We will measure each device for height and width.
2. Eggs will be provided by the teacher.
3. Students drop their eggs from the first specified height.
4. Successful drops will be recorded.
5. Heights will continue to increase in later rounds.
6. The winner(s) will be determined by the successful survival of the egg from the most heights.