



What we know: Sound moves through the air in invisible waves. Just like water on the beach, these waves can crash into other objects. Big waves make a bigger splash when they hit the sand, because there's more "FORCE" behind them. LOUD noises are like BIG waves.

What to explore: Imagine the burst of air created by your Air-Zooka contains sound waves and use it to investigate how sound waves interact with other objects. Do this by aiming your Air-Zooka at a small object that can be moved by the burst of air. Experiment by changing how the "sound waves" are released. What happens when sound waves are made smaller (less force), moved farther away, re-directed or blocked by another object.

Experiment Title:

Materials: *What was used?*

Purpose: *I wonder...*

Hypothesis: *I think...*

Procedure: *What did you do?*

Results: *What happened?*

Conclusion: *I learned that...*