

Built for Thrills

Activity 1: Play and Create

Scroll down to the Teaching Resource section and play the game "Roller Coaster Engineer" to design a roller coaster with the right balance of forces.

Then make a poster to advertise your roller coaster. Include information like the number of loops, jumps, and other features that make your roller coaster a thrilling experience.

Activity 2: Reflect and Write

Imagine that you took a ride on the Maxx Force roller coaster. Write a first-person narrative story about your experience. How did you feel during the ride? What was the most exciting part? Make sure you use the words gravity and force at least once in your story

