**Group Members: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date Started: \_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Requirements**

Build a **Dancing Machine**

that is *like* the Dancing Birds,

but that has *different* moving parts, *different* birds (or animals), and/or a *different* dance.

It **must**:

* Use the motor, gears, and axles that were already part of the “Dancing Birds” project.
* Use *only* the motor to provide the force and motion for the machine.

It **may:**

* Use any other parts in the kit.
* Rearrange the parts.
* Use other sounds in the program blocks.

It **may NOT**:

* May NOT use parts from any other kits.
* May NOT use any program blocks that haven’t been taught yet (except with permission).

**Ideas / Sketches**

**Changes/ Problems**

**Results / Final Report**

Best things:

Worst things:

Next time, maybe…

Date Finished: \_\_\_\_\_\_\_\_\_\_\_\_\_\_ Date Video Recorded: \_\_\_\_\_\_\_\_\_\_\_\_\_ by who: \_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_

Group Member Sign-Off: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_