

# Tips

**Making observations and asking questions** about what is observed is the first step of the **scientific process**.

As you play with the flying disc, observe and express what the thrower is doing. First, let's discover how to throw a disc!



- “Shake hands” with the disc. Thumb on top, other fingers curled underneath.
- Bend wrist inward, bring the disc to the opposite elbow.
- Uncoil, stepping forward and snapping your wrist upon release.

## Things to think about:

- What do you notice about how the disc flies?
- What might you do to make the disc fly straight, or curved?
- Is where you place your fingers important?



This take-home activity is supported by **Cambridge STEAM Initiative**, a joint initiative of the City of Cambridge and Cambridge Public Schools.

# STEAM

(Science Technology Engineering Arts Math)

## @ Home

## Flying Disc Fun!








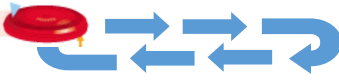
# Flying Disc Brainstorm!

## Observe and Explore:

What can you make your flying discs do?

Test out each idea and add your own. Keep track of what you can make your disc do on your data sheet below.

### What can you do...

<p>Can you make your disc fly in a straight path?</p> 	<p>What happens if you tilt the disc up before you throw it?</p> 	<p>Can you make your disc fly in a curved path?</p> 	<p>Can you make your disc fly in a zig zag path?</p> 	<p>How far can you make the disc fly?</p> 
<p>Observations:</p>	<p>Observations:</p>	<p>Observations:</p>	<p>Observations:</p>	<p>Observations:</p>
<p>What happens if you flip the disc upside down then throw it?</p> 	<p>What happens if you tilt the frisbee down before you throw it?</p> 	<p>Can you make your disc fly back to you?</p> 	<p>What other ways can you throw the disc?</p>	<p>What else do you observe when throwing your disc?</p>
<p>Observations:</p>	<p>Observations:</p>	<p>Observations:</p>	<p>Observations:</p>	<p>Observations:</p>