



## **4-H Learn from Home Activity:** Marshmallow Launcher

### **Materials Needed:**

- Spoon
- Tape
- Craft sticks and/or paint stirrers
- Chenille stems
- Paper cups
- Rubber bands
- Safety glasses
- Measuring Tape
- Marker/pen
- Marshmallow (or other small object)
- Other random building materials

### **Instructions:**

Provide each child with access to materials. The task is to create a device that will launch a marshmallow the furthest distance. Launchers should be self-standing. Encourage them to talk about why/how they are choosing pieces of their design.

Once they have successfully built their marshmallow launcher, have them test their design. Mark a start line using tape/marker and measure the distance traveled. They should redesign as many times as they like, measuring the distance each time.

### **Reflective Questions:**

- What was your favorite part of this activity?
- What was most challenging?
- Are there any advantages to the different designs?
- How can you apply what you did with this project to a real-life scenario?

### **Extensions of this activity:**

- Change the launch objective – can they make it go higher or be more accurate in the aim.

- Challenge them to limit materials used or build with different materials.