EDITION 3-4: COVER QUIZ



Name _____ Date ____

The Science of Summer Fun May 4, 2018

Use this week's cover story to answer the questions. For each question, circle the letter next to the best answer.

Read for Details (RI.3.1; RI.4.1)

- 1. Which branch of does waterslide design involve?
 - A. biology
 - B. physics
 - C. oceanography
 - **D.** geology

Define Scientific Words (RI.3.4; RI.4.4)

- 2. Going faster and slowing down are examples of
 - A. acceleration.
 - **B.** gravity.
 - C. zero gravity.
 - **D.** none of the above

Read for Information (RI.3.1; RI.4.1)

- 3. What creates acceleration?
 - **A.** the slope of the slide
 - **B.** the curves of the slide
 - C. tunnels
 - D. both A and B

Identify Cause and Effect (RI.3.3; RI.4.3)

- 4. What will happen if a slide's slope is made steeper?
 - **A.** The rider will go slower.
 - **B.** The rider will go faster.
 - **C.** The rider will not move.
 - **D.** The rider will move at the same speed.

Identify Main Idea (RI.3.2; RI.4.2)

- **5.** This story is mostly about
 - **A.** the thrill of visiting a water park.
 - **B.** how waterslide designers create a zero-gravity moment.
 - C. the science of waterslides.
 - **D.** the high-tech tools used to design waterslides.

Make Inferences (RI.3.1; RI.4.1)

- **6.** Brian Jones would most likely agree that going fast down a waterslide is
 - A. not a designer's only goal.
 - **B.** is too dangerous.
 - **C.** is the designer's main goal.
 - **D.** is not any fun.

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Make Connections (RI.3.3; RI.4.3)

- **7.** Why do designers add curves to waterslides?
 - A. to cause riders to accelerate
 - **B.** to get riders to the bottom faster
 - **C.** to keep riders moving in one direction
 - **D.** to prevent riders from falling over the side

Explain Scientific Concepts (RI.3.3; RI.4.3)

- 8. What causes the feeling of zero-g-force?
 - A. Your organs shift downward.
 - **B.** Your organs hang on pieces of tissue.
 - **C.** Your organs rise up inside your body.
 - **D.** Your organs turn upside down.

Make Inferences (RI.3.1; RI.4.1)

- **9.** You can tell from reading this article that a waterslide designer's goal is to create
 - **A.** a frightening experience.
 - **B.** a safe and fun experience.
 - **C.** a relaxing experience.
 - **D.** an educational experience.

Date

Identify Author's Purpose (RI.3.6; RI.4.6)

- **10.** The author included the last section titled "Slide Technology" to
 - **A.** describe how technology advances could affect waterslide designs in the future.
 - **B.** convince readers to learn to use 3D printers.
 - **C.** show how waterslide designs have changed over the years.
 - **D.** compare 3D printers with other tools used in waterslide design.

safe	How does science help make waterslides and fun? Describe one example of each. Use ence from the text to support your response.