

Conclusion

My experiment compared the friction of different surfaces: carpet, hardwood, and tile. To test the cars, I released a race car on the top of a wooden ramp, and to measure how far the car traveled. My hypothesis was that the car would go the farthest on the tile. My hypothesis was not supported because the cracks that are in the tile made it slow down faster than it would without the cracks. My hypothesis was not supported. The car on hardwood traveled the furthest because it was smooth with no cracks. The car on the carpet traveled the least amount of distance because the carpet is a very rough surface. If I conducted this experiment again, I would use other surfaces concrete, blacktop, and soil to simulate real-life conditions.