

# **Heat Snake**

Making a spiral snake move.



### **TABLE OF CONTENTS**

# **OBJECTIVES**

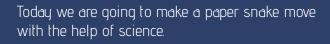
**METHODOLOGY**We cut a piece of A4 paper in a spiral shape and put it above the radiator by holding it

**RESULTS ANALYSIS**Once the snake was placed above a radiator and the heating was turned on, 1 noticed the snake started to rotate.

#### CONCLUSIONS

My conclusion is that heat waves affect a paper spiral by producing movement.

### INTRODUCTION





"Imagination is more important than knowledge. Knowledge is limited. Imagination encircles the world."

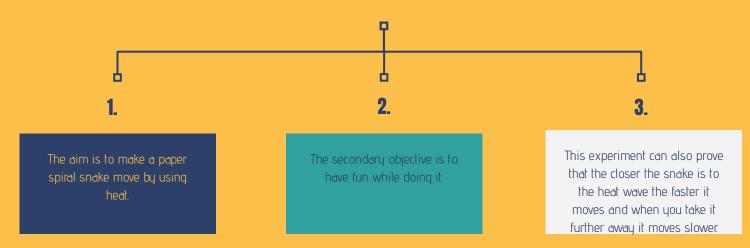
#### **ALBERT EINSTEIN**







#### **EXPERIMENT OBJECTIVES**



#### **HYPOTHESIS**

I expected the snake to move because I already learned about heat waves and its effect on paper in a spiral shape.

### MATERIALS REQUIRED



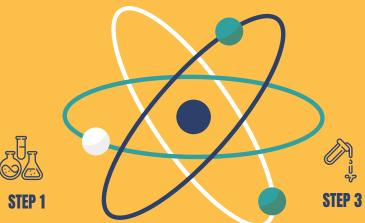
- A4 paper
- Pencil
- scissors
- string
- colours
- Source of heat

#### **METHODOLOGY**



#### STEP 2

We cut a hole in the snake's head and attached a piece of string to it.



We drew the snake, coloured it and then cut it.

We turned on the radiator and took the snake by the string and held it above the radiator.

## STEP 1



• Draw, color and cut the paper snake.

## STEP 2



• Cut a hole in the snake's head and attach the string

#### STEP 3



- Turned on the radiator and the toaster
- Placed the snake above the radiator and toaster
- Watched how the snake started to rotate

### RESULTS ANALYSIS



- We noticed it is important for the paper to be cut in a spiral shape
- It is important for the snake to be placed close enough to the heat wave.
- If placed above a toaster remember that if it gets to close it can catch fire.

### **CONCLUSIONS**

Do you know what helps you make your point clear? Lists like this one:

- 1. You need to cut your paper in a precise spiral shape.
- 2. It is important to have a good and safe source of heat (radiator)
- 3. Once the heat wave travels through the middle of the spiral it starts rotating it.



# THANKS

Does anyone have any questions?

