



Name: _____

Class: _____

Flinkers!

Key Vocabulary

Buoyancy: _____

Density: _____

Flink : A made up word for something that neither floats nor sinks in a fluid

Purpose: To create a submersible that doesn't float or sink → it flinks!

Procedure: Use the provided materials within your group and design a vessel that flinks for the longest time possible. Our minimal goal is 10-15 seconds of flinkage. Test 3 vessels and record their times, as well as a picture of what it looks like. All successful flinkers must be tested in the tank at the teacher's station.

Materials: You will be provided with a package containing string, paperclips, Styrofoam, corks, metal hardware, pop can tabs, string, bottle caps, and buttons. You will also be set up with a clear container to fill with water for trials. Please ensure that everything besides the paperclips, corks, Styrofoam, and string is dry and returned.

Results: Draw a picture of what each trial looks like. Record whether it floats, sinks, or flinks. How long did it flink for?

Trial 1 -- Picture	Did it float, sink, or flink? _____ How long (in seconds) did the vessel flink for? _____
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Trial 2 -- Picture

Did it float, sink, or flink?

How long (in seconds) did the vessel flink for?

Trial 3 -- Picture

Did it float, sink, or flink?

How long (in seconds) did the vessel flink for?

Analysis: (use sentences as if it is a formal lab)

1) Which of the materials have positive buoyancy?

2) Which of the materials have negative buoyancy?

3) In conclusion, which materials do you need to use to make a successful flinker?