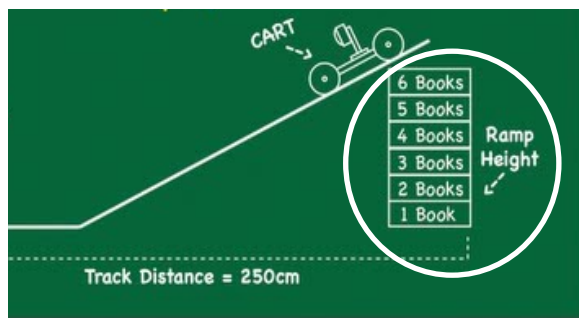
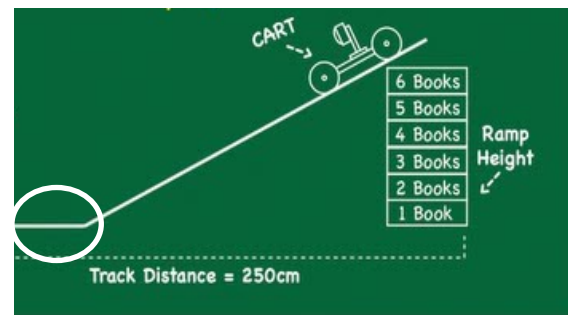
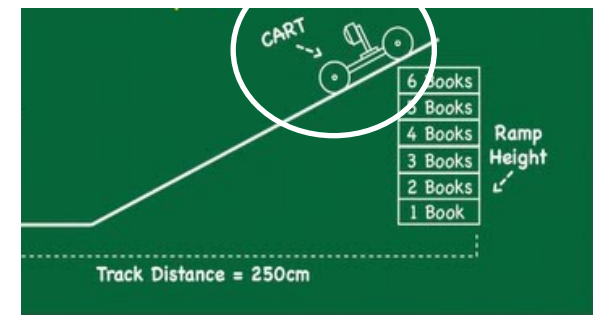




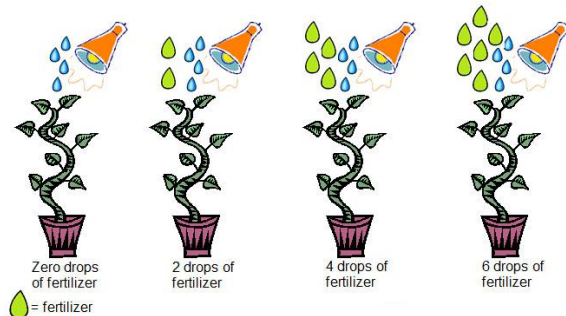
Changing a car ramp height to see how the height of an inclined plane changes the distance a car travels.



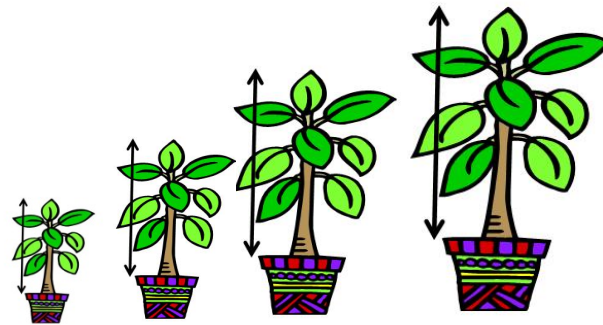
The distance a car travels when the height of the ramp it starts on changes.



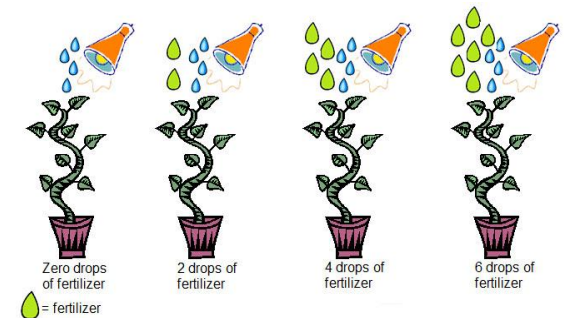
Starting a car at the same place on a ramp when changing its height to measure distance traveled.



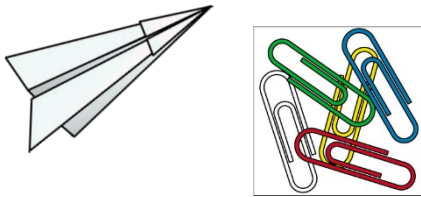
Putting different amounts of fertilizer on plants to see which grows faster.



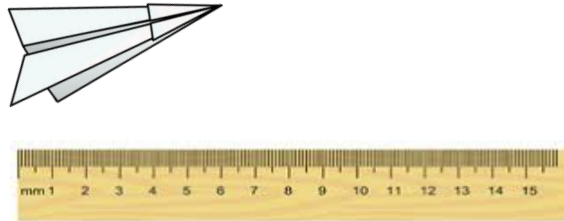
The height of plants that receive different amounts of fertilizer.



Giving plants the same amount of sun light and water in an experiment to measure how fertilizer affects plant growth.



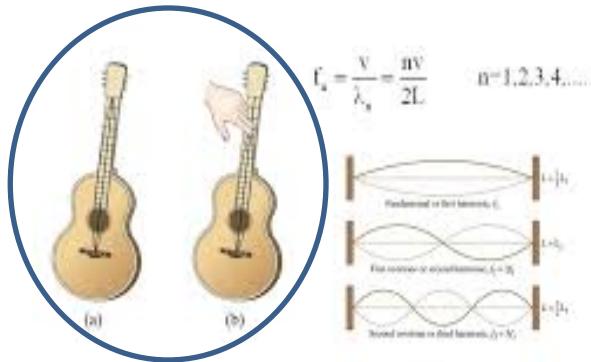
Adding paper clips to a paper airplane to see how weight affects the distance it travels.



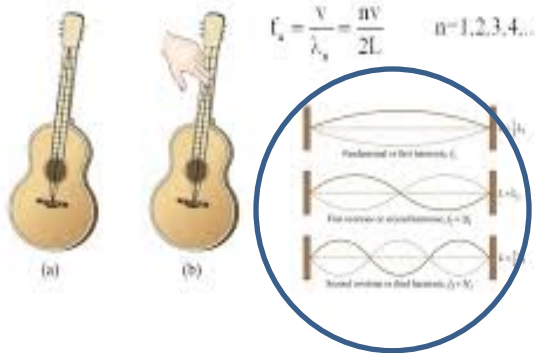
The distance an airplane travels when paper clips are added.



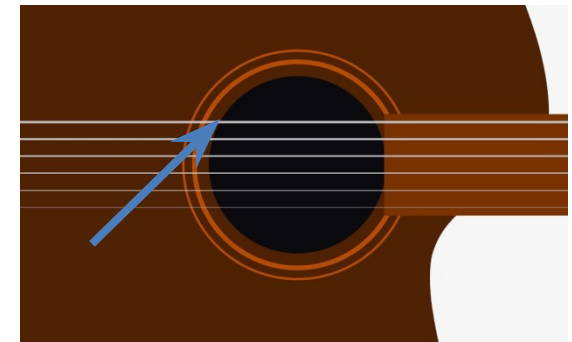
Always measuring from the same place when measuring how far an airplane travels.



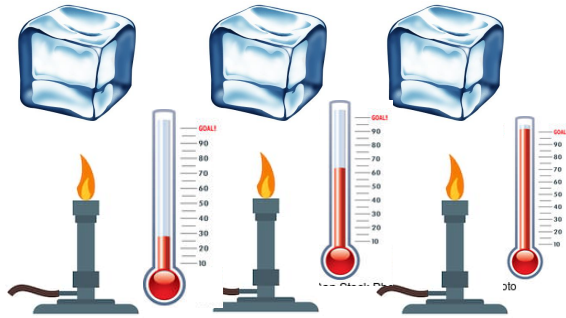
Changing the length of a guitar string to observe how length affects pitch.



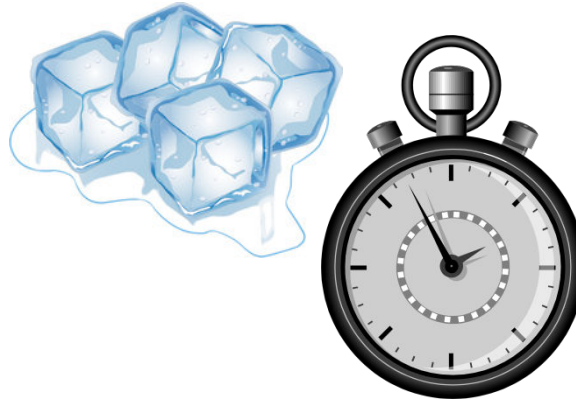
The frequency of a sound on an app when the guitar string is plucked.



Always using the same guitar string for each trial of a pitch experiment.



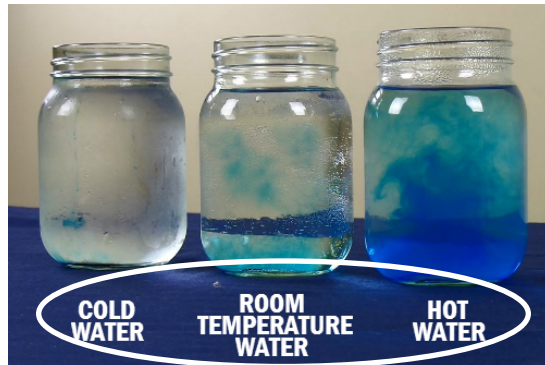
Add different temperatures of heat to an ice cube to see how the ice is affected.



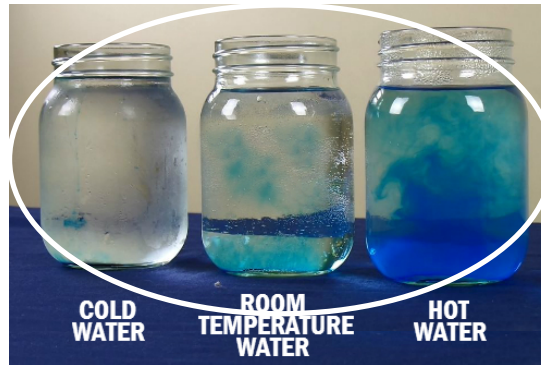
The amount of time it takes ice to melt at various temperatures.



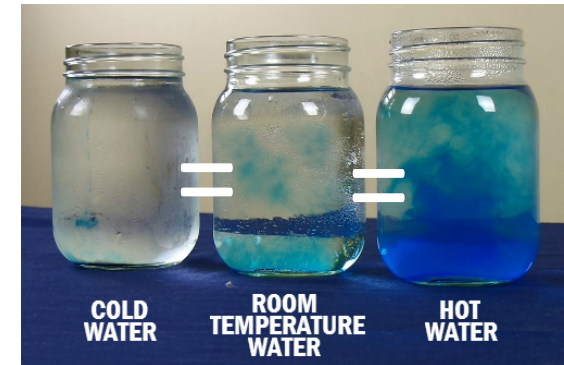
Using the same size ice cube for each trial in an experiment measuring how heat affects phases of matter.



Adding heat and cold to water to see how it affects the movement of water.



The movement of water in jars containing hot and cold water.



Keeping the same amount of water in containers for each trial of a water movement experiment.



Using different kinds of substances to see how much erosion occurs when water is poured on them.



How much erosion occurs when water is poured on different substances.



Pouring the same amounts water into different soils to measure erosion.

Independent
Variable

Dependent
Variable

Constant



