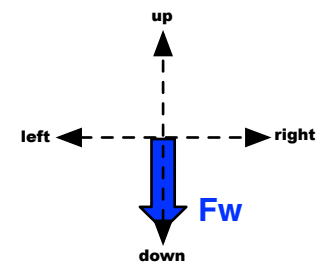
**STAGE 1**

The person just jumped out of the plane

Draw in an arrow to represent the drag on the person, size it to be accurate, and mark the correct boxes.

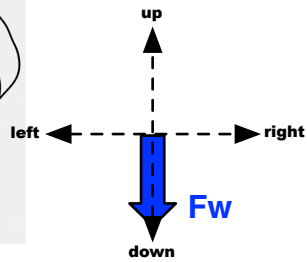
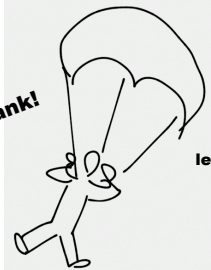
<input type="checkbox"/>	Drag points up
<input type="checkbox"/>	Drag points down
<input type="checkbox"/>	Drag bigger than the weight
<input type="checkbox"/>	Drag smaller than the weight
<input type="checkbox"/>	Drag same size as the weight
<input type="checkbox"/>	Person is speeding up
<input type="checkbox"/>	Person is slowing down
<input type="checkbox"/>	Person is maintaining speed

**STAGE 1**

The person just jumped out of the plane

Draw in an arrow to represent the drag on the person, size it to be accurate, and mark the correct boxes.

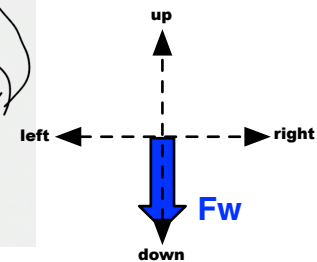
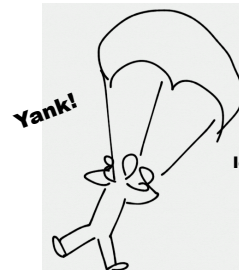
<input type="checkbox"/>	Drag points up
<input type="checkbox"/>	Drag points down
<input type="checkbox"/>	Drag bigger than the weight
<input type="checkbox"/>	Drag smaller than the weight
<input type="checkbox"/>	Drag same size as the weight
<input type="checkbox"/>	Person is speeding up
<input type="checkbox"/>	Person is slowing down
<input type="checkbox"/>	Person is maintaining speed

**STAGE 2**

The person has just opened the parachute

Draw in an arrow to represent the drag on the person, size it to be accurate, and mark the correct boxes.

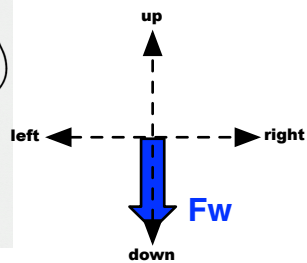
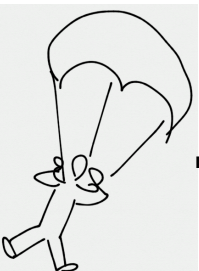
<input type="checkbox"/>	Drag points up
<input type="checkbox"/>	Drag points down
<input type="checkbox"/>	Drag bigger than the weight
<input type="checkbox"/>	Drag smaller than the weight
<input type="checkbox"/>	Drag same size as the weight
<input type="checkbox"/>	Person is speeding up
<input type="checkbox"/>	Person is slowing down
<input type="checkbox"/>	Person is maintaining speed

**STAGE 2**

The person has just opened the parachute

Draw in an arrow to represent the drag on the person, size it to be accurate, and mark the correct boxes.

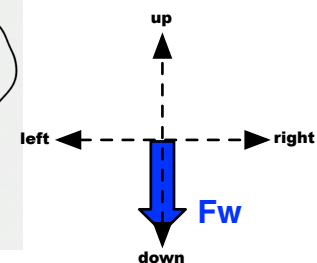
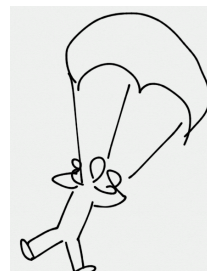
<input type="checkbox"/>	Drag points up
<input type="checkbox"/>	Drag points down
<input type="checkbox"/>	Drag bigger than the weight
<input type="checkbox"/>	Drag smaller than the weight
<input type="checkbox"/>	Drag same size as the weight
<input type="checkbox"/>	Person is speeding up
<input type="checkbox"/>	Person is slowing down
<input type="checkbox"/>	Person is maintaining speed

**STAGE 3**

The person is now gliding downward

Draw in an arrow to represent the drag on the person, size it to be accurate, and mark the correct boxes.

<input type="checkbox"/>	Drag points up
<input type="checkbox"/>	Drag points down
<input type="checkbox"/>	Drag bigger than the weight
<input type="checkbox"/>	Drag smaller than the weight
<input type="checkbox"/>	Drag same size as the weight
<input type="checkbox"/>	Person is speeding up
<input type="checkbox"/>	Person is slowing down
<input type="checkbox"/>	Person is maintaining speed

**STAGE 3**

The person is now gliding downward

Draw in an arrow to represent the drag on the person, size it to be accurate, and mark the correct boxes.

<input type="checkbox"/>	Drag points up
<input type="checkbox"/>	Drag points down
<input type="checkbox"/>	Drag bigger than the weight
<input type="checkbox"/>	Drag smaller than the weight
<input type="checkbox"/>	Drag same size as the weight
<input type="checkbox"/>	Person is speeding up
<input type="checkbox"/>	Person is slowing down
<input type="checkbox"/>	Person is maintaining speed