Heavier or Lighter?

Use a suitable checked stable tabletop balance, not a string-and-hanger rig. Draw object A at LEFT and object B at RIGHT. Predict, test, then record. Hands-only comparison: record what feels heavier; leave the tested-result column blank.

TEST 1	My prediction	Balance result
Draw A (left) and B (right).	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear

TEST 2	My prediction	Balance result
Draw A (left) and B (right).	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear

TEST 3	My prediction	Balance result
Draw A (left) and B (right).	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear

TEST 4	My prediction	Balance result
Draw A (left) and B (right).	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear	☐ Left heavier ☐ Right heavier ☐ About the same ☐ Not clear

Check empty level and free movement first. Swap objects only for a separate check: record their NEW left/right places. An uncertain comparison is not a measured equality.