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Bruce Mason
Homer L. Dodge Department
of Physics & Astronomy
Univ. of OK

1. Do not re-invent the wheel
2. Hands-on Time with Examples
3. Process and Discuss

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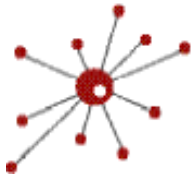
Teaching Methods

Assessments

How would you use these?

Questions?



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PhET Simulation: Projectile Motion

published by the Physics Education Technology Project

This webpage contains a simulation that allows the user to fire various objects out of a cannon. By manipulating angle, initial speed, mass, and air resistance, concepts of projectile motion are illustrated. This page also contains user-submitted suggestions of ideas and activities for this simulation.

This item is part of a larger collection of simulations developed by the Physics Education Technology project (PhET). The simulations are animated, interactive, and game-like environments in which students learn through exploration. All of the simulations are freely available from the PhET web site for incorporation into classes.

http://phet.colorado.edu/en/simulation/projectile-motion

Subjects	Levels	Resource Types
Classical Mechanics - Applications of Newton's Laws - Motion in Two Dimensions = Projectile Motion	- Lower Undergraduate - High School - Middle School	- Instructional Material = Activity = Interactive Simulation

Intended Users	Formats	Ratings
- Learners - Educators	- application/flash	Rated **4.7 stars** by 3 people Want to rate this material? Login here!

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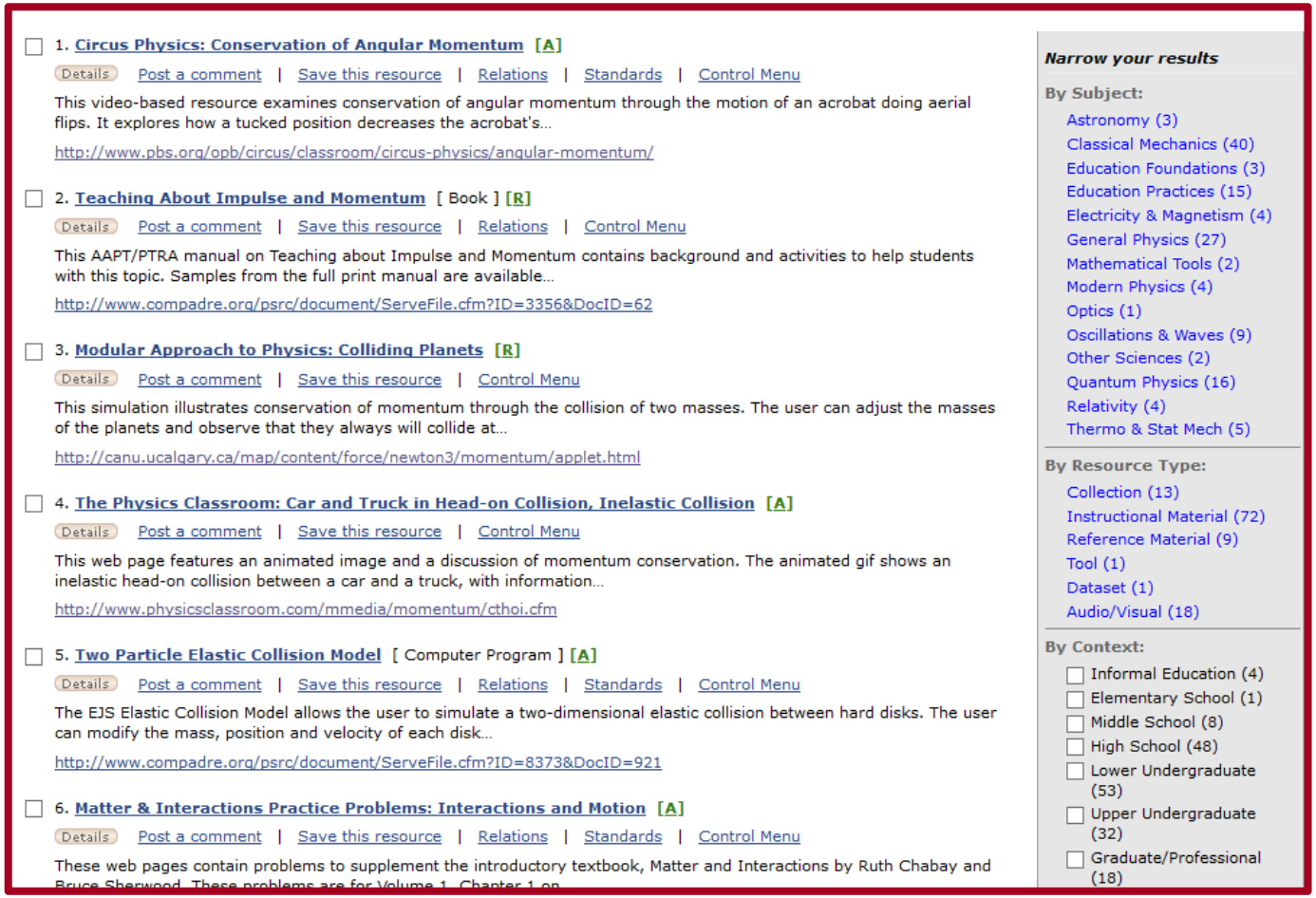

1. **Circus Physics: Conservation of Angular Momentum** [A]
Details | Post a comment | Save this resource | Relations | Standards | Control Menu
This video-based resource examines conservation of angular momentum through the motion of an acrobat doing aerial flips. It explores how a tucked position decreases the acrobat's...
http://www.pbs.org/opb/circus/classroom/circus-physics/angular-momentum/

2. **Teaching About Impulse and Momentum** [Book] [R]
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This AAPT/PTRA manual on Teaching about Impulse and Momentum contains background and activities to help students with this topic. Samples from the full print manual are available...
http://www.compadre.org/psrc/document/ServeFile.cfm?ID=3356&DocID=62

3. **Modular Approach to Physics: Colliding Planets** [R]
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This simulation illustrates conservation of momentum through the collision of two masses. The user can adjust the masses of the planets and observe that they always will collide at...
http://canu.ucalgary.ca/map/content/force/newton3/momentum/applet.html

4. **The Physics Classroom: Car and Truck in Head-on Collision, Inelastic Collision** [A]
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This web page features an animated image and a discussion of momentum conservation. The animated gif shows an inelastic head-on collision between a car and a truck, with information...
http://www.physicsclassroom.com/mmedia/momentum/cthoi.cfm

5. **Two Particle Elastic Collision Model** [Computer Program] [A]
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The EJS Elastic Collision Model allows the user to simulate a two-dimensional elastic collision between hard disks. The user can modify the mass, position and velocity of each disk...
http://www.compadre.org/psrc/document/ServeFile.cfm?ID=8373&DocID=921

6. **Matter & Interactions Practice Problems: Interactions and Motion** [A]
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These web pages contain problems to supplement the introductory textbook, Matter and Interactions by Ruth Chabay and Bruce Sherwood. These problems are for Volume 1, Chapter 1 on

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Modern Physics (4)
Optics (1)
Oscillations & Waves (9)
Other Sciences (2)
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Relativity (4)
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Dataset (1)
Audio/Visual (18)

By Context:
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Upper Undergraduate (32)
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Collecting Your Own Stuff…

1) **Find Stuff …**
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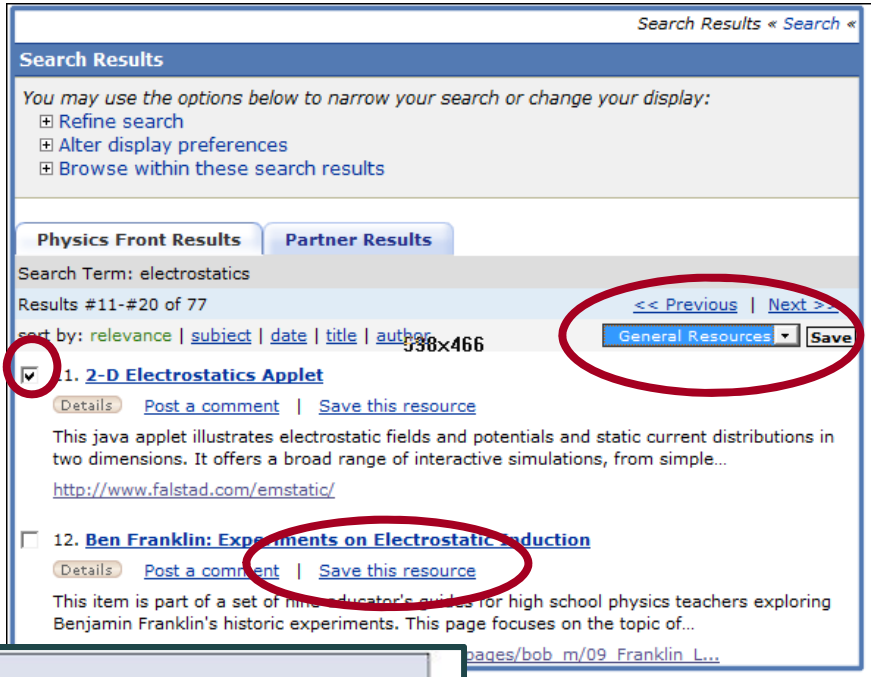

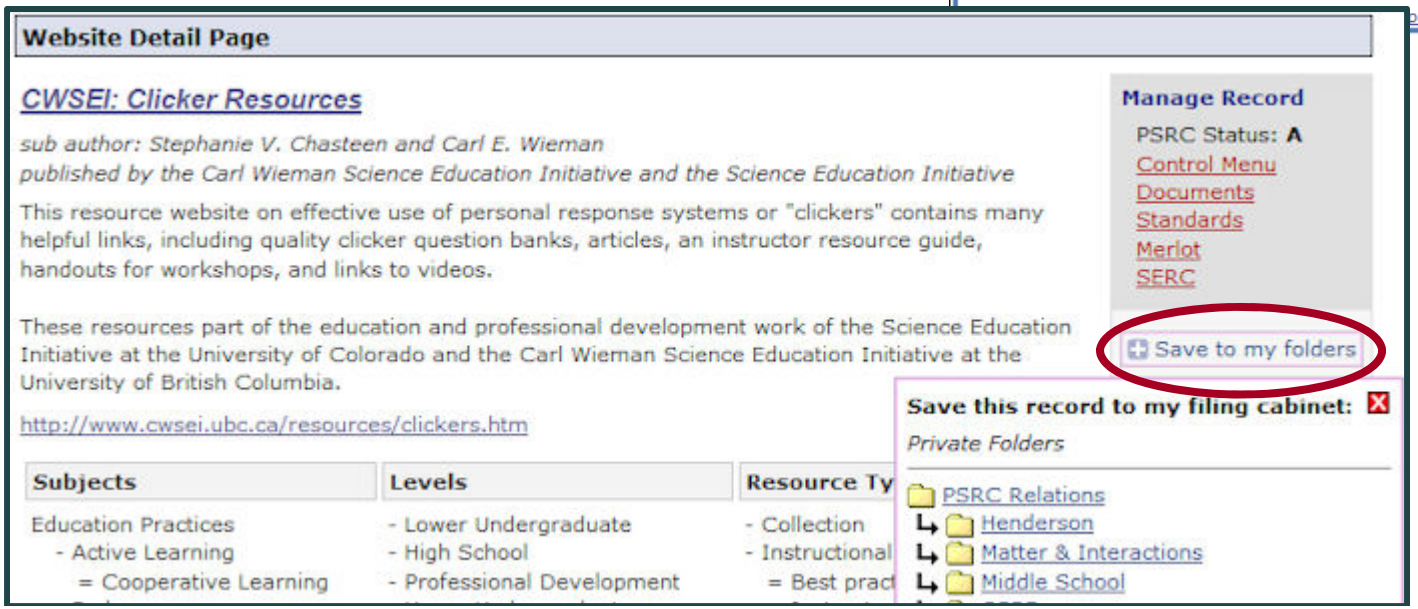

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for Introductory Physics Courses

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[Compadre.org/introphys]

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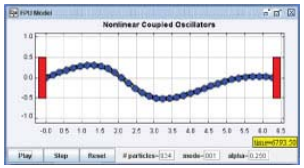

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