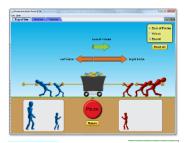
Forces and Motion: Basics



## **GETTING STARTED:**

- 1) Go to: http://phet.colorado.edu/en/simulation/forces-and-motion-basics
- 2) Click Run Now!

# Part 1: (TUG OF WAR)

Make sure all of the boxes in the upper right hand corner are checked.

- 1. Create a scenario on the rope pull which in which the forces are **BALANCED**.
  - a. Draw a picture of the VECTOR ARROWS and the NET FORCE (SUM OF FORCES) ARROW in the space below.
  - b. What is the **NET FORCE** on the cart?

- 2. Create a scenario on the rope pull in which the forces are **UNBALANCED**.
  - a. Draw a picture of the VECTOR ARROWS and the NET FORCE (SUM OF FORCES) ARROW in the space below.
  - b. What is the **NET FORCE** on the cart?\_\_\_\_\_

### PART 2: (MOTION)

- 1. Click on the Motion Tab.
- 2. Play around with the simulation so that you know how to use it.
- 3. Make sure that all of the boxes in the upper right hand corner are checked (Force, Value, Masses, Speed)
- 4. \*There is no FRICTION in this scenario.

### PART 2: (MOTION Continued)

#### I. <u>Refrigerator 1:</u>

- a. Place the refrigerator on the skateboard.
- b. **APPLY** a force of approximately 100 N.
- c. Once the skateboard is moving let go.
- d. Answer the following questions.
- **1)** What happens to the **SPEED** of the Skateboard/Refrigerator when there is no longer a force being applied?
- 2) Are the forces acting on the Skateboard/Refrigerator BALANCED or UNBALANCED?
- 3) What are the FORCES acting on the Skateboard/Refrigerator?
- 4) Will the Skateboard/Refrigerator ever stop moving? Why or why not? **EXPLAIN**!

#### II. <u>Refrigerator 2:</u>

- a. Reset the simulation and click all of the boxes again.
- b. Place the refrigerator on the skateboard and APPLY a force of approximately 100 N.
- c. This time, **DO NOT** stop applying the FORCE to the refrigerator/skateboard.
- d. Answer the following questions.
- **1)** What happens to the **SPEED** of the Skateboard/Refrigerator when the **FORCE** is continuously applied?
- 2) Are the forces acting on the Skateboard/Refrigerator BALANCED or UNBALANCED?
- 3) Will the Skateboard/Refrigerator ever stop changing? Why or why not? **EXPLAIN**!

### PART 3: (FRICTION)

- a) Click on the Friction Tab.
- b) Play around with the simulation so that you know how to use it.
- c) Make sure that all of the boxes in the upper right hand corner are checked (Forces, Sum of Forces, Values, Masses, Speed)
- d) Play around with the simulation so you know how it works.
- 1) How does the presence of **FRICTION** affect the movement of the objects in the simulation?
- 2) **BEFORE** the object starts moving, what do you notice about the **FRICTION FORCE** and the **APPLIED FORCE?** (Are the FORCES BALANCED or UNBALANCED?)
- **3) AFTER** the object starts moving, what do you notice about the **FRICTION FORCE** and the **APPLIED FORCE? (Are the FORCES BALANCED or UNBALANCED?)**
- 4) Place 1 50kg box on the ground. How much **FORCE** is required to put the box in **MOTION**?
- 5) Place the 2<sup>nd</sup> 50 kg box on top of the 1<sup>st.</sup> **PREDICT** how much **FORCE** will be required to put the box in **MOTION**.\_\_\_\_\_

Try it.

- 6) What was the ACTUAL FORCE REQUIRED?\_\_\_\_\_
- 7) How are these 2 FORCES related? \_\_\_\_\_\_
- 8) Can you use this information to **PREDICT** how much force is required to move the **REFRIGERATOR**? **Predicted force to move Refrigerator**\_\_\_\_\_

Actual force required to move refrigerator\_\_\_\_\_

CHALLENGE:

What is the MASS of the PRESENT? EXPLAIN how you got your answer.