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2. Hands-on time with examples that *you* can use
3. Process, Discuss, Ask



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- **Thoughts on the FCI**
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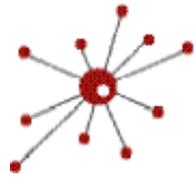
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comPADRE

Resources for Physics & Astronomy Education

Brought to you by the AAPT

**Digital Library: Collections of
web-accessible materials (Links)**

Examples:

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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	- Lower Undergraduate	- Instructional Material
- Applications of Newton's Laws	- High School	= Activity
- Motion in Two Dimensions	- Middle School	= Interactive Simulation
= Projectile Motion		

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- Educators		



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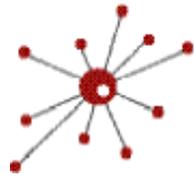
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[Walter Fendt Physics Applets: Projectile Motion](#)

[NTNU Java: Two cannons aim at each other](#)

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1. [2-D Electrostatics Applet](#)

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This java applet illustrates electrostatic fields and potentials and static current distributions in two dimensions. It offers a broad range of interactive simulations, from simple...

<http://www.falstad.com/emstatic/>

12. [Ben Franklin: Experiments on Electrostatic Induction](#)

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This item is part of a set of nine educator's guides for high school physics teachers exploring Benjamin Franklin's historic experiments. This page focuses on the topic of...

pages/bob_m/09_Franklin_L...

Website Detail Page

[CWSEI: Clicker Resources](#)

sub author: *Stephanie V. Chasteen and Carl E. Wieman*
published by the *Carl Wieman Science Education Initiative and the Science Education Initiative*

This resource website on effective use of personal response systems or "clickers" contains many helpful links, including quality clicker question banks, articles, an instructor resource guide, handouts for workshops, and links to videos.

These resources part of the education and professional development work of the Science Education Initiative at the University of Colorado and the Carl Wieman Science Education Initiative at the University of British Columbia.

<http://www.cwsei.ubc.ca/resources/clickers.htm>

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Education Practices	- Lower Undergraduate	- Collection
- Active Learning	- High School	- Instructional
= Cooperative Learning	- Professional Development	= Best pract



Research-Based Resources



Intro Undergrad Resources



Open Source Modeling



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Intro Physics for Life Sciences: compadre.org/ipls



Upper Division Curriculum: compadre.org/supc

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- 1. Circus Physics: Conservation of Angular Momentum [A]**
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 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.ucalqarv.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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