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Projectile Motion Phet Simulations

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Lab

Blast a car out of a cannon, and challenge yourself to hit a target! Learn about projectile motion by firing various objects. Set parameters such as angle, initial speed, and mass. Explore vector representations, and add air resistance to investigate the factors that influence drag.

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Projectile Motion - PhET

Projectile Motion - PhET Interactive
Simulations

Projectile Motion - PhET Interactive Simulations

Projectile Motion: Description In this lab,
students will investigate how the range

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of the projectile is affected by its initial launching angle. Given the initial speed, students will determine the angle at which the range of the projectile is maximum.

Projectile Motion - PhET Contribution

Projectile Motion Lab Exploration:

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Description The lab uses the simulation to explore under what conditions air resistance plays a factor in projectiles, then explores how the components of the initial velocity of a projectile determine its trajectory: Subject Physics: Level High School: Type Lab: Duration

Projectile Motion Lab Exploration -

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PhET Contribution

Name: _____ Projectile Motion (Intro)

PhET Simulations Lab Introduction:

Projectiles travel with two components of motion, X any Y. The acceleration and velocity in the Y direction is independent of the acceleration (if any) and velocity in the X direction. In this module, you will investigate the motion of a simple

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projectile.

Projectiles PhET Lab - Studylib

Physics: Projectile Motion (Intro)

PhET Simulations Lab Introduction:

Name: Projectile Motion Projectiles travel with two components of motion, X and Y.

The acceleration and velocity in the Y direction is independent of the

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acceleration (if any) and velocity in the X direction. In this module, you will investigate the motion of a simple projectile: Realize that while gravity (acceleration) acts on the projectile in the direction, it does not affect the velocity of the projectile in the ...

McLean County Unit District No. 5

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The lab fulfilled its purpose well because it displayed that various speeds do not affect the time it takes for a projectile to reach the ground. The initial speed and the time have no relationship whatsoever. Only vertical motion affects the time for a projectile.

Phet Projectile Motion Lab: Lab

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Answers | SchoolWorkHelper

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Laboratory simulation Projectile Motion
Go to link [https\phet.colorado.edu\en\s
imulation\projectile-motion](https://phet.colorado.edu/en/simulation/projectile-motion) PART A
Projectile Motion Lab - online.docx -
Laboratory simulation...

Projectile Motion Lab - online.docx -

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Laboratory simulation...

Name motion Lab PHET Projectile- https://phet.colorado.edu/sims/html/projectile-motion/latest/projectile-motion_en.html
PART Click on "Intro" The cannon height is set at 10m and the angle of the cannon is 0 degrees. The default projectile is a pumpkin but you may change it to any of the other objects in

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the dropdown menu on the upper right corner of the screen.

Solved: Name Motion Lab PHET Projectile- [https://phet.co](https://phet.colorado.edu/) ...

By converting our sims to HTML5, we make them seamlessly available across platforms and devices. Whether you have laptops, iPads, chromebooks, or

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Motion - PhET Interactive Simulations

published by the PhET In this simulation,

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students can fire various objects out of a cannon, including a golf ball, football, pumpkin, human being, a piano, and a car. By manipulating angle, initial speed, mass, and air resistance, concepts of projectile motion come to light in a fun and game-like environment.

PhET Simulation: Projectile Motion

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Blast a Buick out of a cannon! Learn about projectile motion by firing various objects. Set the angle, initial speed, and mass. Add air resistance. Make a game out of this simulation by trying to hit a target.

Projectile Motion - Angle | Initial Speed | Mass - PhET ...

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Physics PhET Projectile Motion Lab. 1. Go to the “phET” physics website by googling “phET 2. Go to simulations ---physics----motion----projectile motion 3. Set up the simulation (as shown opposite) with the height of the cannon 13m above ground level (person’s feet) and the angled at 0 degrees (horizontal). Select pumpkin as the projectile.

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PhET Projectile Motion - Studylib

Phet has delivered over 110 million simulations via their website. This lab activity is an example of the excellent material that is available at the University of Colorado website. We will use the...

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Projectile Motion Phet Lab

6:21 5GE $\hat{< Back$ Projectile Motion
Phet.doc y-displacement, O_y - Measured
displacement, Angle of launcher, θ - The
initial velocity that the ball leaves the
launcher with is the same in both part A
and part B. Using this, you will re-
calculate the expected x-displacement in
part B, Δx SHOW YOUR WORK CLEARLY

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ON SEPARATE PAPER.

Solved: 6:21 5GE Î < Back Projectile Motion Phet.doc Y-dis ...

Projectile Motion PhET Simulation KEY.

ProjectileMotionSimKEY.pdf, 2.31 MB;

(Last Modified on February 13, 2017)

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3900 East Raab Road, Normal, IL 61761.
PHONE: 309-557-4401. FAX:
309-557-4450. Site Map.

Projectile Motion PhET Simulation KEY

Lab 2 - Projectile Motion Name: _____

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Link for online lab: OBJECTIVES: Draw motion diagrams for a projectile launched at an angle Investigate how range, maximum height and flight time of a projectile changes with the launch angle Determine gravitational field strength at a location by using a projectile and performing curve fitting on linearized data PROCEDURE: Click on

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the Vectors window.

Lab 2 - Projectile Motion.docx - Lab 2 \u2013 Projectile ...

Projectile Motion Virtual Lab Name: Mia
Gibson 1. Go the PhET Projectile Motions
Simulation --motion (4 points are
awarded for each short answer, and 6
for each calculation) 2. Click on the

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arrow in the middle of the image to run the program. If you plan to work offline you can download the file.

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