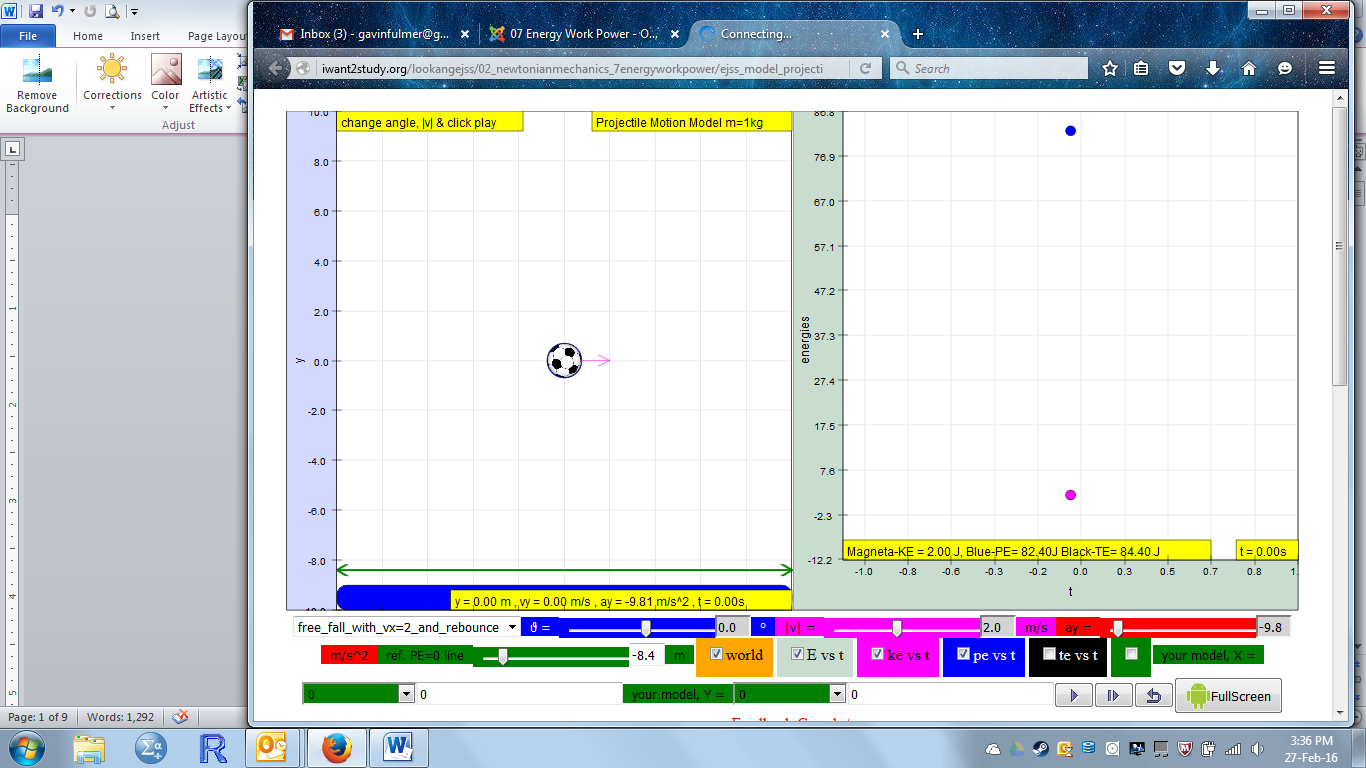
### Activity 1

**INVESTIGATE**

Go to the following simulation: [**http://tinyurl.com/ast2016-3**](http://tinyurl.com/ast2016-3)



The left panel shows a football being given an initial velocity. This could be zero (the ball is being dropped), upwards (tossed up) or horizontal (thrown horizontally).

The right panel allows you to plot the energy of the object over time. The default is a plot for **kinetic energy** (*ke*), but you can also request **potential energy** (*pe*), and **total energy** (*te*). Remember that you can **play** the simulation by clicking the appropriate button (►). Click the pause button ( ▌▌) to **pause** the simulation.

1. First select the “free\_fall” setting, using the yellow drop-down box in the bottom panel. Watch the *ke* and *pe* graphs as the object moves. What do you notice about the graphs?
2. Now try the “toss\_up” setting. How are the *ke* and *pe* graphs different?
3. You can alter the reference line for this simulation. Reset the simulation for “free\_fall” or for “toss\_up” but, before you press **play**, change the “ref. PE=0 line” to a different value.   
   How are the *ke* and *pe* graphs different when you choose a different PE reference line?

**MODEL**

You may have noticed that the kinetic energy *ke* depends on the speed |*v*|. Now set the simulation to “user\_defined”. You can choose the speed you want by typing the value in the magenta box in the bottom. You can read the corresponding kinetic energy *ke* in the yellow box below the graph in the right-hand panel. Try to fill up the table below.

|  |  |  |
| --- | --- | --- |
| Speed |*v*| in m/s | Speed x Speed (*v*2) | Kinetic energy *ke* in J |
| 1.00 |  |  |
| 2.00 |  |  |
| 3.00 | 9.00 |  |
| 4.00 |  |  |
| 5.00 |  | 12.5 |

Now that you have investigated some of the different motions of the football, let’s try to model this by creating some rules about *pe* and *ke*. Note that the mass of the ball in the simulation is 1.00 kg, as inidcated in the yellow box above the image on the left.

1. Write down some **rules** for the relationships between *pe* and *ke*. Here’s an example:

“The graph for *ke* does not depend on the PE reference line.”

**APPLY**

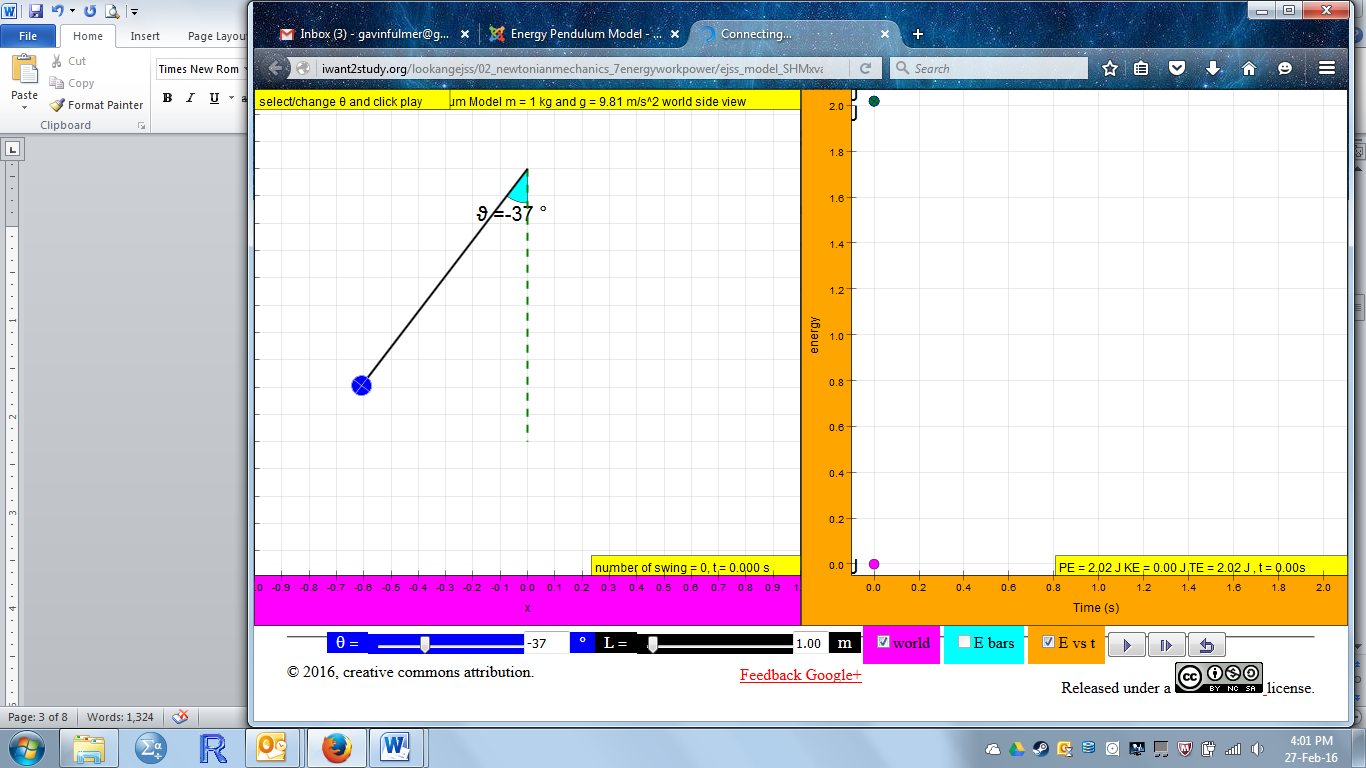
Now try to test your model to see if your rules hold true for a different pre-set motion: “free\_fall\_and\_rebounce”.

1. Which of your rules are still the same after trying the “free\_fall\_and\_rebounce” setting?
2. Which of the rules were not retained?

### Activity 2

**INVESTIGATE**

Go to the following website to access a simulation about energy of a pendulum: [**http://tinyurl.com/ast2016-4**](http://tinyurl.com/ast2016-4)



The left panel shows a pendulum—a mass on a string that can oscillate back and forth.

The right panel allows you to plot one of two types of graphs:

* ***E bars*** gives bar graphs that shows the amount of potential and kinetic energy (*pe* and *ke*) at any specific moment.
* ***E vs t*** graphs the *pe* and *ke* of the pendulum over time.

Remember that you can **play** (►) the simulation by clicking the appropriate button and the **pause** button ( ▌▌) to pause it.

1. Run several trials with the pendulum, watching the ***E bars*** and the ***E vs t*** graphs. Note you can have to choose the ***E bars*** or the ***E vs t*** graphs; you cannot show both at the same time.

* You can drag the pendulum’s bob to change its position. This changes the initial angle (indicated by the Greek letter *θ*, *theta*, and the blue sliding bar at the bottom).
* You can also change the length (*L*) of the pendulum using the slider at the bottom of the simulation.

Let the pendulum oscillate for a while. Answer the following questions by looking at the ***E vs t*** graphs.

1. At what point of the pendulum’s swing is the potential energy the highest?
2. At what point of the swing is the kinetic energy the highest?
3. What happens if you change *θ* (but leave *L* the same)?
4. What happens if you change *L* (but leave initial *θ* the same)?

**MODEL**

The potential energy *pe* depends on the height above the lowest point *h*. Set up the applet to show the ***E bars*** on the right. Pause the applet at various points. Try to fill up the table below for various values of *h*. Note that the mass of the bob is 1 kg and that the acceleration of free fall is *g* = 9.81 m/s2.

|  |  |  |
| --- | --- | --- |
| Height *h* in m | Weight *m g* in N | Potential energy *pe* in J |
|  |  |  |
|  |  |  |
|  | 9.81 |  |
|  |  |  |
|  |  |  |

Time for some more modelling rules!

1. Write down some rules for the *pe* and *ke* in the pendulum’s motion. Consider rules in general, and some rules involving *θ* and *L*. Here’s an example of a general rule:

“Total energy *te* is equal to the sum of *pe* and *ke*”

The first rule, given above, is a consequence of the **principle of conservation of energy**. It states that

“energy can be **converted from one form to another** but **cannot be created or destroyed**.”

In our oscillating pendulum, energy is converted from potential to kinetic and back again all the time. But energy cannot be destroyed, so the total amount remains fixed.

**APPLY**

This figure shows the *E-t* graph for a few swings of a pendulum.



1. Can you reproduce this figure? Try adjusting the initial angle and the length of the pendulum to see if you can re-recreate it perfectly.