

Lesson plan for *Ladybug Motion 2D* activity 1: Vector controls for circular motion
Homework

Learning Goals: Students will be able to draw motion vectors (position, velocity, or acceleration) for an object is moving while turning.

Background: I have not used this activity and plan to put it as a homework in Unit 5 Rotational Motion in my College Physics course (an algebra based physics course for which the students get credit for first semester College Physics)

Ladybug Motion 2D came out in spring of 2009 and I wrote this activity as a replacement for one that used the Maze Game. The students will do the Lady Bug Revolution activity next. You can go to my school website to see how I incorporated this into my course.

http://jeffcoweb.jeffco.k12.co.us/high/evergreen/science/loeblein/phys_syl/Sem1Unit5.html

Lesson: I assigned this for homework. Also, I called this Activity 1 because there will be a game tab added to this simulation. I will write a lesson for when the game is available.

Post lesson: some of the clicker questions from Maze game might still be useful.

http://phet.colorado.edu/teacher_ideas/view-contribution.php?contribution_id=548