

#Jenny



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#Rio



Cool! I'am really happy

#Markus Jensen



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My friends are so mad that they do not know how I have all the high quality ebook which they do not!

#Diego Butler



so many fake sites. this is the first one which worked! Many thanks

From The Physics Classroom's Teacher Toolkit <http://www.physicsclassroom.com/TeacherToolkit>

Teacher Toolkit

Topic:
Projectile Motion

- Objectives:
1. To know the definition of a projectile and to use concepts of force and inertia to explain the manner in which gravity affects a projectile.
 2. To be able to describe the horizontal and vertical components of the velocity of a projectile.
 3. To be able to describe the horizontal and vertical components of the displacement of a projectile.
 4. To be able to numerically describe the various features associated with a projectile's trajectory (e.g., components of displacement, velocity and acceleration).
 5. To use kinematic equations to analyze and solve horizontally-launched projectile problems.
 6. To use kinematic equations to analyze and solve angle-launched projectile problems.

Readings:
The Physics Classroom Tutorial, Motion and Forces in Two Dimensions Chapter, Lesson 2
<http://www.physicsclassroom.com/class/vectors/Lesson2/WhatIsaProjectile>

Interactive Simulations:

1. Projectile Simulator TFC's Physics Interactives
<http://www.physicsclassroom.com/Physics-Interactive/Vector-and-Projectile/Projectile-Simulator>
This projectile simulator allows students to alter the launch speed, launch height and launch angle of a projectile. The trajectory, range, and time of flight are displayed. The velocity vector components, acceleration vector, and the trajectory trace can be toggled off and on. The simulator is accompanied by three separate exercises that emphasize various aspects of projectile motion. The simulation is an HTML5 simulation that was designed with iPads, Chromebooks, and smart phones as the target device.



2. PhET: Projectile Motion Interactive Simulation
<http://phet.colorado.edu/en/simulation/projectile-motion>
In this simulation, 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



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Physics Classroom Projectile Motion Answer Key