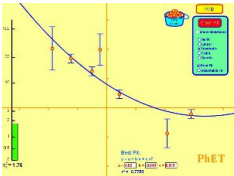
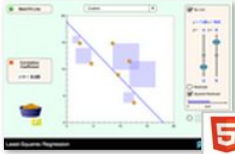






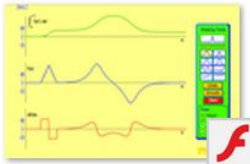



## PhET Interactive Physics Simulations Aligned to the AP Physics C Topic Outline

Alignment is based on the topics and subtopics addressed by each sim. Sims that directly address the topic area are in the second column; sims that relate to the topic area are in the “supplemental” columns.

Mechanics Topics and Sub-Topics	PhET Simulations	Supplemental PhET Simulations
<b>Lab Work: Analyze Errors</b>	<a href="#">Curve Fitting</a>  Linear, quadratic, cubic, quartic, best fit, adjustable fit, $r^2$ , uncertainty.	<a href="#">Least-Squares Regression</a>  Least-Squares Regression, correlation coefficient, error analysis.
<b>Kinematics</b> – Vectors, vector algebra, vector components	<a href="#">Vector Addition</a>  Vector algebra and components.	<a href="#">Ladybug Motion 2D</a>  Interpret/differentiate velocity and acceleration vectors.
<b>Kinematics in 1D</b> – Displacement, velocity, acceleration	<a href="#">The Moving Man</a>  Position, displacement, velocity, acceleration, graphs.	<a href="#">Maze Game</a>  Displacement, velocity, acceleration, vectors.
<b>Kinematics in 2D</b> – Displacement, velocity, acceleration, projectile motion	<a href="#">Motion in 2D</a>  Velocity and acceleration vectors, linear, simple harmonic, circular motion. <a href="#">Projectile motion</a>  Range, height, time, initial speed, mass, air resistance, diameter.	<a href="#">Calculus Grapher</a>  Integral and derivative graphs. <a href="#">Graphing Lines</a>  Slope, equation of a line.

## Newton's Laws of Motion

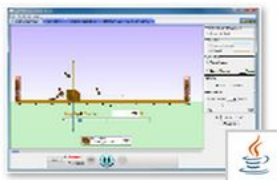
- Static Equilibrium (1st Law)
- Dynamics of a Single Particle (2<sup>nd</sup> Law)
- Dynamics of two or more objects (3<sup>rd</sup> Law)

### [Forces and Motion: Basics](#)



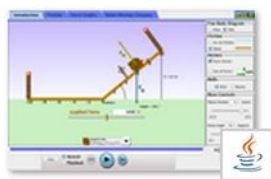
Net force (sum of forces), mass, speed, applied force, friction force, acceleration (1<sup>st</sup> and 2<sup>nd</sup> laws).

### [Forces and Motion](#)



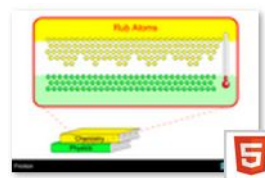
1D motion, FBDs, vectors, friction, gravity, normal, spring, and applied forces, sum of forces, position, friction coefficients, force/time graphs, game "Robot Moving Company".

### [Ramp: Forces and Motion](#)



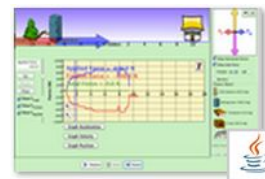
Same as Forces and motion above, but includes ramp with adjustable angle.

### [Friction](#)



Molecular level, temperature.

### [Forces in 1 Dimension](#)



1D motion; graphs: applied force, acceleration, velocity, position; free body diagram, total force, horizontal force, vectors, friction, mass, friction coefficients.

### [The Ramp](#)






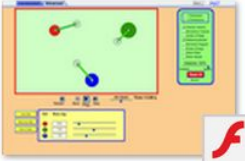
Similar to Ramp: Forces and Motion, includes energy and work graphs and bar charts.


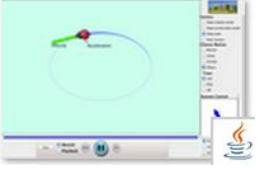
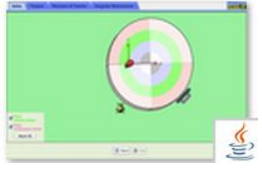

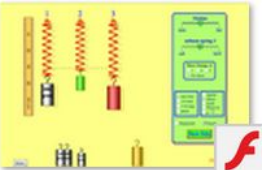
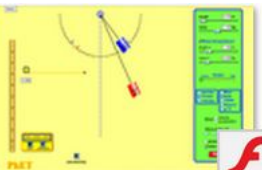
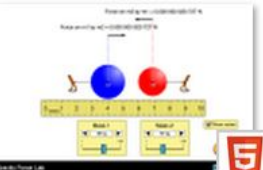
Simulations that also fit with Newton's Laws:

[Masses and Springs](#) (spring force)

[Gravity Force Lab](#) (3<sup>rd</sup> law vectors)

(See Oscillations and Gravity below)

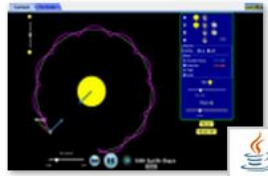
<p><b>Work, Energy, Power</b></p> <ul style="list-style-type: none"> <li>- Work and work-energy theorem</li> <li>- Forces and potential energy</li> <li>- Conservation of energy</li> <li>- (Power – no simulations)</li> </ul>	<p><a href="#">Forces and Motion</a> (or <a href="#">Forces in 1 Dimension</a>) (See Newton’s Laws of Motion) Could be used to calculate work done and compare with change in kinetic energy for work-energy theorem using force, distance, velocity measurements and graphs.</p> <p><a href="#">Energy Skate Park</a></p>  <p>Quantitative energy and time graph, energy and position graph; qualitative energy bar graphs, pie chart; variable friction and gravity, moveable PE reference line, mass, slow motion option, student builds ramp shapes.</p> <p>Other simulations with energy bar graphs: <a href="#">Masses and Springs</a> <a href="#">Pendulum Lab</a> (See Oscillations &amp; Gravity below)</p>	<p><a href="#">The Ramp</a> See above. Quantitative energy and work graphs and qualitative bar charts. Might be able to use to show work done equals change in gravitational potential energy.</p> <p><a href="#">Energy Skate Park Basics</a></p>  <p>Similar to Energy Skate Park, but includes speed indicator. Limitations: no quantitative graphs (bar and pie only), friction coefficient adjustable only on student build screen, no adjustable PE reference line.</p> <p><a href="#">Energy Forms and Changes</a></p>  <p>Qualitative introduction to conservation of energy principles.</p>
<p><b>Systems of Particles, Linear Momentum</b></p> <ul style="list-style-type: none"> <li>- Center of mass</li> <li>- (Impulse and momentum – no simulations)</li> <li>- Conservation of linear momentum, collisions</li> </ul>	<p><a href="#">Collision Lab</a></p>  <p>Elastic and inelastic collisions in 1D and 2D; center of mass; velocity and momentum vectors; momentum, mass, velocity, time and kinetic energy values; path tracing in 2D; 2 or more balls.</p>	

<p><b>Circular Motion and Rotation</b></p> <ul style="list-style-type: none"> <li>- Uniform circular motion</li> <li>- Rotational kinematics and dynamics</li> </ul>	<p><a href="#">Ladybug Revolution</a></p>  <p>Quantitative angular and linear position, velocity, acceleration with time graphs and values for circular motion; can vary radius, radians and degrees, vectors are very small, may be hard to see.</p>	<p><a href="#">Ladybug Motion 2D</a> (See above)</p>  <p>Introductory to show velocity and acceleration vectors. May help students understand these vectors on Ladybug Revolution.</p>
<p><b>Circular Motion and Rotation</b></p> <ul style="list-style-type: none"> <li>- Torque and rotational statics</li> <li>- Angular momentum and its conservation</li> </ul>	<p><a href="#">Torque</a></p>  <p><b>Torque</b> (positive and negative), force, radius, braking force, mass, <b>moment of inertia</b>, angular acceleration, angular velocity, <b>angular momentum</b>. Velocity and acceleration vectors, degrees and radians, quantitative graphs.</p>	<p><a href="#">Balancing Act</a></p>  <p>Balance masses at various positions on a beam. Pivot at center only. May cause a misconception that beams balance only horizontally.</p>
<p><b>Oscillations and Gravitation</b></p> <ul style="list-style-type: none"> <li>- Simple harmonic motion (dynamics and energy relationships)</li> <li>- Mass on a spring</li> <li>- Pendulum and other oscillations</li> <li>- Newton's Law of gravity</li> </ul>	<p><a href="#">Masses and Springs</a></p>  <p>Vary masses, spring constants, friction, gravity force; use ruler, stopwatch, for quantitative measurements. Qualitative energy bar charts.</p> <p><a href="#">Pendulum Lab</a></p>  <p>Quantitative ruler, stopwatch, photogate timer, length, mass, friction adjustments. Qualitative bar chart of kinetic, gravitational, thermal, and total energy.</p>	<p><a href="#">Gravity Force Lab</a></p>  <p>Two masses, force, distance, for quantitative measurements. Newton's 3rd law vectors shown.</p> <p><a href="#">Calculus Grapher</a> (See Kinematics in 2D)</p>



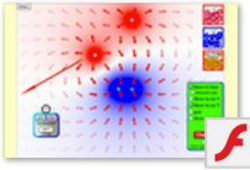
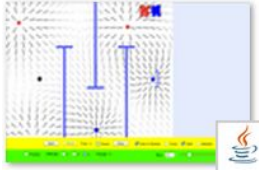

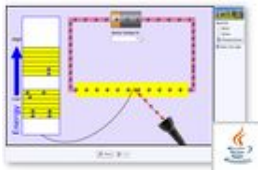

**Oscillations and Gravitation**


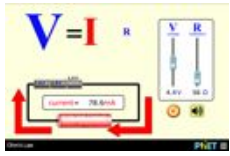
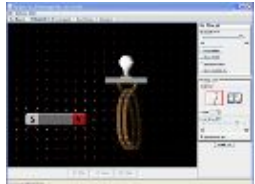

- Orbits of planets and satellites – circular and general

[Gravity and Orbits](#)



Conceptual only, gravity force and velocity vectors for orbital motion. Vary initial velocity, mass of satellite, observe changes in orbit.

<b>E&amp;M Topics and Sub-Topics</b>	<b>PhET Simulations</b>	<b>Supplemental PhET Simulations</b>
<p><b>Electrostatics</b></p> <ul style="list-style-type: none"> <li>– Charge and Coulomb’s law (no simulation for Coulomb’s law)</li> </ul>	<p><a href="#">Balloons and Static Electricity</a></p>  <p>Static electricity, charges, forces, polarization, charging by friction, insulators, net charge. Conceptual.</p>	<p><a href="#">John Travoltage</a></p>  <p>Charging by friction, discharge by contact, grounding, conductors. Conceptual.</p>
<p><b>Electrostatics</b></p> <ul style="list-style-type: none"> <li>– Electric field and electric potential (including point charges)</li> <li>– Gauss’s law</li> <li>– Fields and potentials of other charge distributions</li> </ul>	<p><a href="#">Charges and Fields</a></p>  <p>Electric field, field plots, voltage, equipotential lines, charge units, tape measure. Quantitative.</p>	<p><a href="#">Electric Field Hockey</a> (Must do!)</p>  <p>Game with electric field plots and charges. Students love this one. Qualitative.</p>
<p><b>Conductors, capacitors, dielectrics</b></p> <ul style="list-style-type: none"> <li>– Electrostatics with conductors</li> <li>– Capacitors (capacitance, parallel plate, spherical and cylindrical)</li> <li>– Dielectrics</li> </ul>	<p><a href="#">Capacitor Lab</a></p>  <p>Quantitative. Vary area, distance, voltage, dielectrics. Measure capacitance, voltage, charge, E-field, stored energy. Connect/disconnect battery, multiple capacitors.</p>	<p><a href="#">Conductivity</a></p>  <p>Conductivity in metals, plastics and photoconductors, electron energy levels. Vary applied voltage.</p>
<p><b>Electric Circuits</b></p> <ul style="list-style-type: none"> <li>– Current, resistance, power</li> <li>– Steady state direct current circuits with batteries and resistors only</li> </ul>	<p><a href="#">Circuit Construction Kit (DC Only) Virtual Lab</a></p>  <p>Quantitative. Circuits, light bulbs, resistors, voltmeter, ammeter, switches, batteries, series and parallel.</p>	

<p><b>Electric Circuits</b></p> <ul style="list-style-type: none"> <li>- Capacitors in circuits</li> <li>- Transients in RC circuits</li> </ul>	<p><a href="#">Circuit Construction Kit (AC+DC) Virtual Lab</a></p>  <p>Quantitative. Similar to CCK DC only, but includes capacitors, inductors, AC, I and V graphs.</p>	<p><a href="#">Capacitor Lab</a> (See above)</p> <p><a href="#">Ohm's Law Lab</a></p>  <p>Quantitative. Voltage, Current, Resistance, Ohm's Law.</p>
<p><b>Magnetic Fields</b></p> <ul style="list-style-type: none"> <li>- Forces on charges in magnetic fields</li> <li>- Forces on current-carrying wires in magnetic fields</li> <li>- Fields of long current-carrying wires</li> <li>- Biot-Savart law and Ampere's law</li> </ul>	<p>These topics are not addressed in PhET simulations.</p>	<p><a href="#">Faraday's Electromagnetic Lab</a> (See below). Introduction to magnetic field of a bar magnet (bar magnet tab). Introduction to forces on charges in magnetic fields (pick up coil tab).</p>
<p><b>Electromagnetism</b></p> <ul style="list-style-type: none"> <li>- Electromagnetic induction (including Faraday's law – Lenz's law is not addressed in PhET simulations)</li> </ul>	<p><a href="#">Faraday's Electromagnetic Lab</a></p>  <p>Electromagnetic induction, Faraday's law, transformer, generator. Semi-quantitative (field strength, loop area, number of loops)</p>	
<p><b>Electromagnetism</b></p> <ul style="list-style-type: none"> <li>- Inductance (including LR and LC circuits)</li> <li>- (Maxwell's equations not addressed in simulations)</li> </ul>	<p><a href="#">Circuit Construction Kit (AC+DC) Virtual Lab</a></p>  <p>Includes LR and LC circuits.</p>	