Science-ercise
Transforming the way we teach Science in schools

Science-ercise

Student Workbook

A project funded by the Ian Potter Foundation

Student Workbook Contents

Building Your Master Vocabulary: Provide definitions for Coursework terms and blank lines for new terms to be entered in the course of daily instruction

LP1 Velocity, Time & Distance (a): Daily Lesson Plan Intro

a.) LP1Mix N Match: Pre-Learned Vocabulary
b.) Video Link
c.) Hands-On Discovery eWorkbook
d.) Worksheets on velocity & distance

LP2 Velocity, Time & Distance (b)

a.) Hands-On Discovery Hardware (cars, batteries, tape measures, stopwatches)
b.) The Race Game
c.) Measuring velocity
d.) LP2 Mix N Match: Vocabulary

LP3 Trajectory & Angle: Daily Lesson Plan Intro

a.) Video Link
b.) Hands-On Discovery eWorkbook worksheet
c.) Hands-On Discovery Hardware (Canon & Shot)
d.) Student Workbook Worksheet: Motion
e.) LP3 Mix N Match: Vocab, personalities & formula

LP4 The dual nature of light

Light as Particles: Daily Lesson Plan Intro

a.) Video Link
b.) Hands-On Discovery eWorkbook worksheet
c.) Hands-On Discovery Hardware (Nerf gun & bullets)
d.) Student Workbook Worksheet: Draw What You See!

Light as Waves:

a.) Video Link
b.) Hands-On Discovery eWorkbook worksheet
c.) Hands-On Discovery Hardware (Red & green laser pens, mounts, prepared hair templates and DIY templates, adhesive tape, rulers, small whiteboard & pen)
d.) Student Workbook Worksheet: Light as Waves
e.) LP4 Mix N Match: Vocab, personalities & formula

LP5 Twins Paradox pt. 1: Daily Lesson Plan Intro

a.) Video Link
b.) Hands-On Discovery eWorkbook worksheet
c.) Interactives Student Workbook Worksheet: Formula Practice

LP6 Twins Paradox pt. 2: Daily Lesson Plan Intro

a.) Video Link
b.) Hands-On Discovery eWorkbook
c.) Student Workbook Worksheet: Formula Practice & Vocab Review

Final lesson

a.) Final Assessment, Mix N Match: Vocab, personalities & formula

Reference List

OVERVIEW

Topic Physics for Kids: Making concepts simple

Aims
This 7 lesson unit is designed for upper primary students. It will help you develop a working knowledge of the basic concepts, vocabulary and applications of physics in everyday life. The classroom experience and experiments will provide you, as aspiring scientists and engineers, with the ability to recognize physics at work in your daily life and help you begin to think about how to adapt the basics of physics into new areas of use in the future.

Learning Outcomes
On completion of these lessons you will be able to:

1.) Identify, describe and design examples of physics concepts in everyday life, such as the relationship between velocity, speed and time. The student will able to apply new knowledge to this understanding of these relationships.
2.) Confidently apply new vocabulary when explaining the physical manifestations of these concepts to others and in self-conceptualization. Begin to predict outcomes based on a new understanding of these manifestations.
3.) Develop an image of a career as a scientist, researcher and/or engineer capable of working in a field invested in the use of physics and other sciences. Be able to discuss why these professions have been important in
the past and what they might bring to the future.

Description of interactive activities to be undertaken
- Video presentation explaining vocabulary and basic concepts
- Video presentation to present and reinforce Twins Paradox concept of relativity of space-time
- Hands-On Discovery project s supported by eWorksheets with calculation to provide assessment solutions

Description of classroom activities to be undertaken
- Trajectory cars to test speed, velocity and time
- Nerf guns to reinforce concept of light waves
- Cannon shot to test trajectory, angle and distance
- Laser & hair experiment to test the particle properties of light
- Student workbook containing printed versions of worksheets that can be completed on paper and referred to post-class

Assessments
Informal vocabulary/concept mix-n-match will be given at the end of each class. Initial mix-n-match will provide baseline for pre-knowledge vocabulary. Subsequent mix-n-match will add new concepts and words and asses each lesson plans effectiveness in introducing these concepts and terms. These assessments will be used to determine the topics for re-teaching in each subsequent day's introduction phase.

Lesson Six will end with lively discussion and student participatory Q&A that reinforces the imaginary uses of physics concepts in the future (science-fiction appropriate), the many professional that depend on a working knowledge of physics and the possibilities of seeking careers in physics and other sciences.

Lesson Seven will be a final assessment and include max-n-match as well as a quiz with simple calculations using concepts from classes and taken from daily worksheets and video presentations. You will use a computer for this and an online questionnaire.

Context: Science-ercise modules support of ACARA learning descriptors:

1.) Motion

- The motion of objects can be described and predicted using the laws of physics (ACSSU229)
- Change to an object's motion is caused by unbalanced forces acting on the object (ACSSU117)
- Forces can be exerted by one object on another through direct contact or from a distance (ACSSU076)

2.) Light

- Light from a source forms shadows and can be absorbed, reflected and refracted (ACSSU080)
- On the atomic level, energy and matter exhibit the characteristics of both waves and particles (for example, Young's double slit experiment is explained with a wave model but produces the same interference pattern when one photon at a time is passed through the slits) (ACSPH140)

3.) Relativity

- Observations of objects travelling at very high speeds cannot be explained by Newtonian physics. (ACSPH129)
- Einstein's special theory of relativity predicts significantly different results to those of Newtonian physics for velocities approaching the speed of light (ACSPH130)

4.) Vocabulary pre-learned http://www.australiancurriculum.edu.au/Curriculum/Overview

Grade Level	Vocab Word
1-6 Geo 4 Science	Diffraction
1-6 Geo 4 Science	Distance
2-5 Maths	Mass
2-6 Dance	Space-Time
3 Science	Motion
3-4 P E	Acceleration
3-4 P E	Gravity
3-4 Science	Speed

Grade Level	Vocab Word
3-5 Science	Relativity
3-5 Science	Time
3-7 Science	Energy
5 Science	Wave
5-6 Science	Light
5-7 Math	Power
6 Science	Friction
6 Maths	Inertia

SCIENCE-ERCISE Lesson Plans 1-6 Overview

	Lesson 1 Velocity, Time & Distance(a)	Lesson 2 Velocity, Time & Distance(b)	Lesson 3 Trajectory & Angles	Lesson 4 Light as Particles & Waves	Lesson 5 Twins Paradox p. 1	Lesson 6 Twins Paradox p. 2
Introduction	Pre-assessment worksheet refreshing knowledge of previously learned terms and provides reference page for their workbook.	Introduce physics: stress importance and have students give examples of daily uses they recognise by relating to real-life settings.	Using LP3 vocab sheet reinforce pre-learned terms, LP1&2 terms and note new terms for LP3 : angle, collision, horizontal, momentum, trajectory, vector, velocity, vertical and Newton.	1) Intro vocab and concept of light as both wave and particle. Introduce Light as Particle terms: 2) Light as Waves- Laser diffraction measurements of a human hair: Referring to their worksheet, show the aerial photographs of ocean waves diffracting around an island.	Intro Twins Concept Space-time relative to spaceship. Use students to intro the basic confusion then proceed to addressing paradoxical confusion.	Reinforce Twins Concept Space-time relative to both and how there are multiple space times
Video	***5:05*** **Space & Time, pt1** Web video link; Local video link	***5:05*** **Space & Time, pt1** Web video link; Local video link	***4:49*** **Space & Time, pt2** Web video link; Local video link Pause video at selected interval to reinforce concepts	***3:27*** **Space & Time, pt3** Web video link; Local video link Pause video at selected interval to reinforce concepts. ***2:44 Laser Hair Test*** Web video link; local video link Plot keywords in video and provide paper notes to keep track of vocab and concepts.	***Show 2:37 of*** Web video link; Local video link ***1:20*** **60-Seconds in Thought: Intro to the TWINS** Web video link; Local video link ***5:03*** **Twin Paradox Demystified** Web video link; Local video link	***5:45*** **Physics Girl** Web video lInk; Local video link Plot keywords in video and provide paper notes to keep track of vocab and concepts. Confirm Concepts: View video and then recreate formula for calculating time of twins travel

	Lesson 1 Velocity, Time & Distance(a)	Lesson 2 Velocity, Time & Distance(b)	Lesson 3 Trajectory & Angles	Lesson 4 Light as Particles & Waves	Lesson 5 Twin Paradox p. 1	Lesson 6 Twin Paradox p. 2
Hands-On Discovery	Students work on worksheets individually but can refer to printed workbook vocabulary lists if overly challenged.	Hands-On Discovery using cars, batteries, tape measures and stopwatches/timers. Students use eWorksheets to record Discovery results.	Cannon Shot: trajectory, distance, angle concepts. Relate to LP1&2 velocity, distance and time Use student worksheets 5 'Cannon Shots' to introduce concepts of angle, momentum and trajectory in relation to velocity, time and distance. Students work in one group on eWorksheets but can compare answers if challenging.	1) Nerf Gun: Use student vocabulary worksheets 6 'Nerf Shots' to introduce concepts of light particles projecting around an object, spectrum, wavelength and relate to previous terms: angle, momentum, trajectory, velocity, time and distance. Students work in one group on worksheets but can compare answers if challenging. Nerf Gun shadows and form concepts about light as particles. 2) Laser light & Hair Test: Use a laser pointer as a source of waves, a human hair as an island and a screen as the shoreline. The similarity of the interference patterns demonstrates that light is indeed a wave. Students observe and measure the pattern of light and dark bands on the screen. We apply this measurement of the students own hair diameters by measuring patterns of light and dark.	With two students moving around the room, elicit the initial understanding of the concept. Pole-play the twin difference by speeding up and slowing down relative to one student or the other.	Move on to video and show in entirety. Note when relative measurement changes (reinforce relativity) and then remainder of time use and reuse formula

	Lesson 1 Velocity, Time & Distance(a)	Lesson 2 Velocity, Time & Distance(b)	Lesson 3 Trajectory & Angles	Lesson 4 Light as Particles & Waves	Lesson 5 Twin Paradox p. 1	Lesson 6 Twin Paradox p. 2
Student Workbooks	Over-teach to cement Velocity, Time & Distance concepts in daily applications. Students split into smaller groups and complete printed work sheets Velocity and Distance in Student Work Books.	Students split into smaller groups and complete printed work sheets Time in Student Work Books. Students will also complete vocabulary notes for the days adding new terms they will use for future Discovery.	Students split into smaller groups. Use student workbook worksheet 'Projectile Motion' to support trajectory experimentation measuring and comparing how changing angles and using a relative velocity affects distance. Over-teach to cement concepts in daily applications. Relate Cannon Shot to the introduction of light as waves.	1) DRAW WHAT YOU SEE! Students split into smaller groups and "outline" plastic cans using Nerf gun foam bullets that are used to represent photons. Place a plastic can (or any object of good size) against a glossy wall or whiteboard. Step back no more than one meter and "illuminate" the object by shooting at least 10 Nerf bullets at and around the form. Remove the form and see the shadow pattern. Bullets stick only to the glossy surface, and create a silhouette of the form similar to how a light behaves around an object when it forms a shadow. 2) Using both eWorkbooks and student workboobk worksheets, calculate Laser light & Hair experiment and form concepts about light particles.	Consider Twin Paradox and identify, discuss and enter new terms to add to their Master Vocabulary List	Confirm Concepts: View video and then recreate formula for calculating time of twins travel. Use eWorkbook to find age difference for a number of twins in the student notebook.

	Lesson 1 Velocity, Time & Distance(a)	Lesson 2 Velocity, Time & Distance(b)	Lesson 3 Trajectory & Angles	Lesson 4 Light as Particles & Waves	Lesson 5 Twin Paradox p. 1	Lesson 6 Twin Paradox p. 2
Close	Q&A re: physics in everyday life and science fictions of future physics. Emphasize menial uses: from this morning on campus; bouncing a ball; running on the playground; punching a mate; etc.	Distribute single-page Mix-N-Match post-assessment with pre-learned vocab and new vocab introduced in LP1. If highly challenged, allow them to use their VOCAB MASTER worksheet list.	Q&A re: physics in everyday life and science fictions of future physics. Emphasize menial uses: from this morning on campus; throwing a basketball into the hoop (what are you estimating); punching a mate (angles and velocity) etc. Mix-N-Match – Distribute single-page Mix-N-Match post-assessment with pre-learned vocab and new vocab introduced in LP1, LP2 & LP3. If highly challenged, allow them to use their VOCAB MASTER worksheet list.	1) Q&A: emphasise that photons have properties analogous to the bullets, including momentum and discuss how this phenomenon is used by spacecraft using solar sails. Over-teach to cement concepts in daily applications. Relate Nerf Shot light particles to the introduction of light as waves. Briefly talk about the contributions of Galileo, Newton & Einstein in relation to their daily lives. Mix-N-Match post-assessment with selected vocab to date. If highly challenged, allow them to use their VOCAB MASTER worksheet list. 2) Q&A: We also see light as a wave and the many uses of this for space-time and other forms of quantum measurements. Discuss light vocabulary: contraction, diameter, gravitational waves, magnitude, particles, relativistic motion, spectrum, stretch n squash, Space time, time dilation, wavelength, Einstein, Galileo & Lorentz.	Reshow any videos that help support student understanding of the concept. These may include videos from previous lesson on space bending, timelines, light as particle and waves, well as current videos on space-time and time dilation. Conduct lively discussion about twin paradox and what it implies for science fiction and facts. Dispel any inaccuracies while encouraging fantastic concepts. Reinforce new terms.	Reshow any videos that help support student understanding of the concept. These may include videos from previous lesson on space bending, timelines, light as particle and waves, well as current videos on space-time and time dilation. Conduct lively discussion Q&A on future of physics, importance of careers, etc.

LESSON 1

Velocity, Time & Distance (a)

MIX 'N MATCH - PRE-LEARNED VOCABULARY

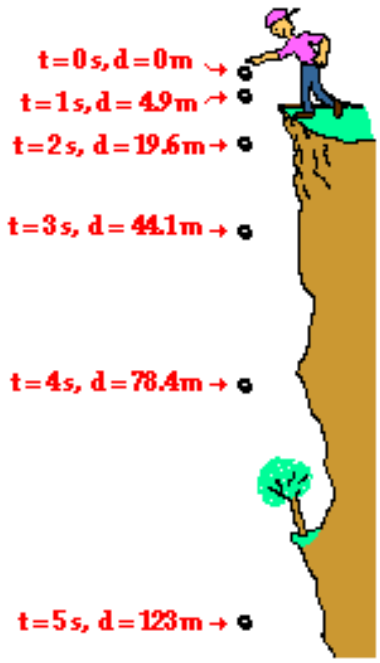
	VOCABULARY WORD		DEFINITION	EXAMPLE
1	TIME		16th Century Italian who observed solar movements	Theory of Basic Relativity
2	SPEED		Intervals from past to future	Clocks
3	GALILEO		Electromagnetic wave visible to the human eye	Sun's rays
4	GRAVITY		Linear extent of space or the space between two points	Launceston to Hobart
5	DISTANCE		How fast an object moves relative to a reference point	Changing gears on a bike
6	LIGHT		This force pulls an object downward	Dropping a ball from above the ground
7	WAVE		Disturbance that travels through space and matter transferring energy from one place to another.	Sounds, lights and microwaves are examples. They transfer energy not matter.

LESSON 1

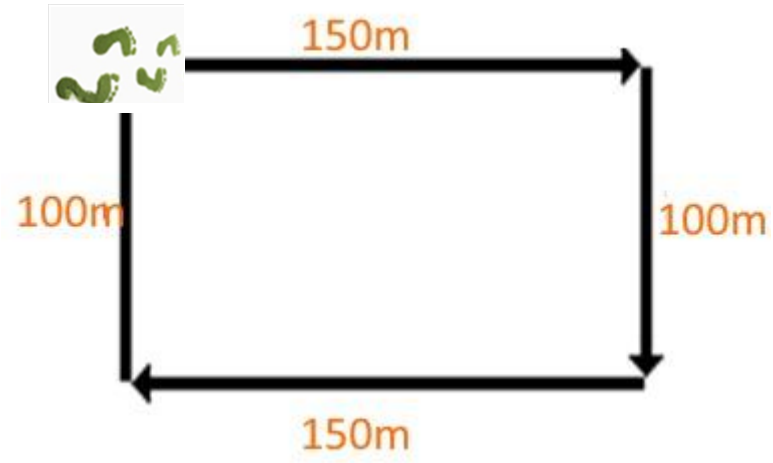
$$\textbf{VELOCITY} = \frac{distance}{time}$$

You figure it out:

$v = \frac{0}{0}$	0
$v = \frac{4.9}{1}$	4.9
$v = \frac{19.6}{2}$	
$v = \frac{44.1}{3}$	
$v = \frac{78.4}{4}$	
$v = \frac{123}{5}$	



You take a walk around the block to calculate your average walking speed or *velocity*. You begin by walking 150 meters East, you then turn right and walk 100 meters South, then right again and go 150 meters West, and finally one more right turn and 100 meters North you end where you began. Walking around the block has taken you 6 minutes (360 seconds). Write your average velocity or speed in meters per seconds the centre of the block.



LESSON 1

DISTANCE $= velocity * time$

There are 4 airports shown on the map. Near what cities are they located?

1	2	3	4

You figure it out: Use the formula above to calculate the DISTANCE between these city's airports.

DRIVING DISTANCE	
Burnie-Hobart	
Devonport-Hobart	
Burnie-Devonport	
Devonport-Launceston	
Launceston-Hobart	
Burnie-Launceston	

FLYING DISTANCE	
Burnie-Hobart	
Launceston-Hobart	
Devonport-Launceston	
Burnie-Launceston	
Devonport-Hobart	
Burnie-Devonport	

AIRPORT to AIRPORT – Time & Velocity (Speed)

BY CAR:	Burnie Airport	Devonport Airport	Launceston Airport	Hobart Airport
Burnie Airport	-	75kph/1hr	68kph/2.5hr	75kph/4.5hr
Devonport Airport	100kph/.75hr	-	75kph/1.3hr	70kph/3hr
Launceston Airport	85kph/2hr	65kph/1.5hr	-	80kph/2.5hr
Hobart Airport	90kph/3.75hr	84kph/2.5hr	100kph/2hr	-

BY PLANE:	Burnie Airport	Devonport Airport	Launceston Airport	Hobart Airport
Burnie Airport	-	124kph/.5hr	200kph/.75hr	320kph/.75hr
Devonport Airport	124kph/.5hr	-	160kph/.5hr	266kph/.75hr
Launceston Airport	200kph/.75hr	160kph/.5hr	-	215kph/.75hr
Hobart Airport	320kph/.75hr	266kph/.75hr	215kph/.75hr	-

LESSON 2

Velocity, Time & Distance (b)

$$\text{TIME} = \frac{distance}{velocity}$$

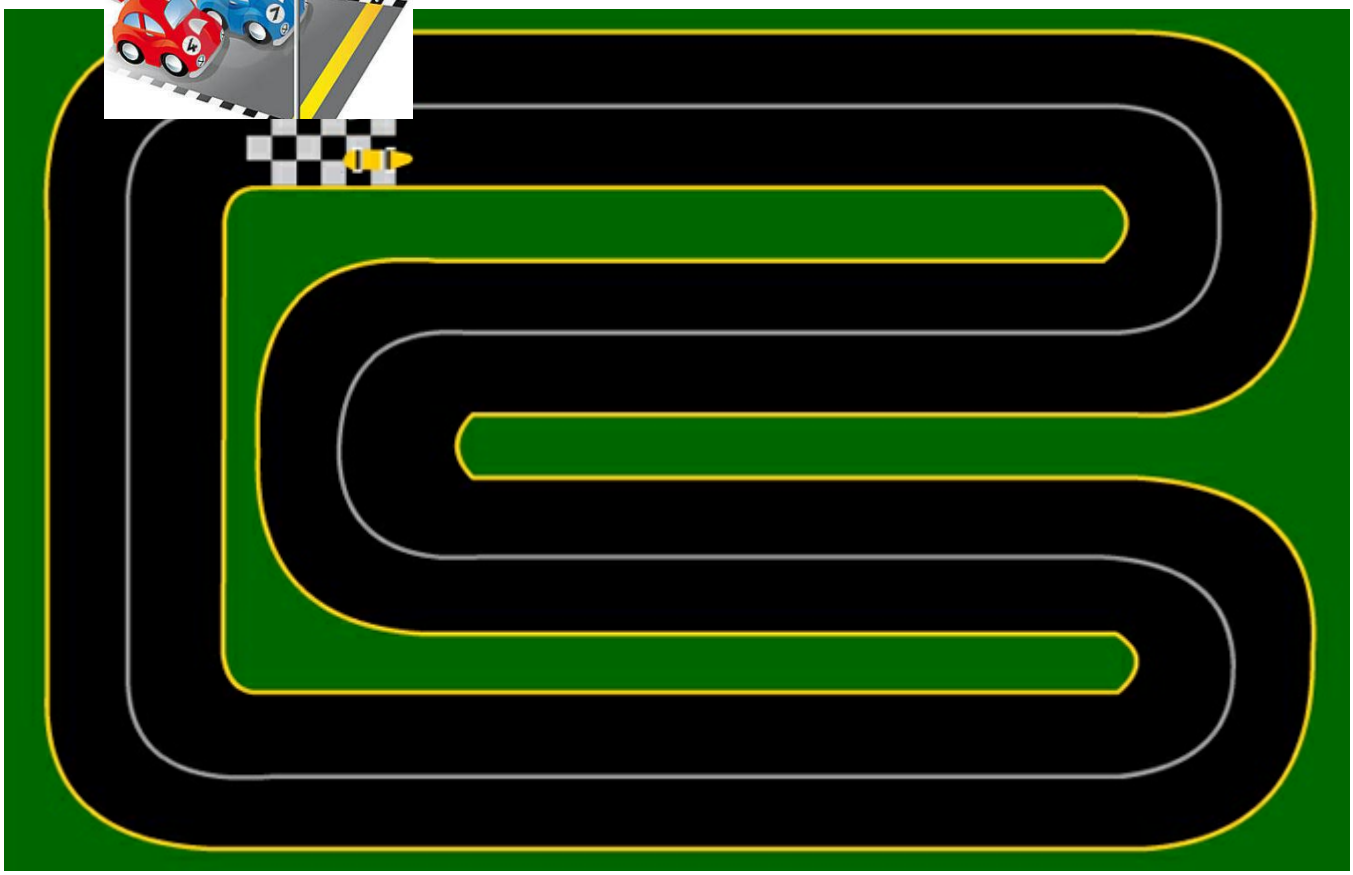
Race Game - You figure it out:

Racer #4 is averaging a speed of 60kph but Racer #7 is slightly ahead at 62kph.
Each HEAT is three laps. To win the race each Racer must complete 3 HEATS.
Complete the calculations before below:

One lap around the Race Track is 38KM.

RACE-TIME	Racer # 4	Racer #7	Difference
1 HEAT (3 laps)			
3 HEATS - WINS THE RACE			

On your mark… Get set… GO!!!!



LESSON 2

Let's measure the velocity!

You will need a measured track, a constant velocity car and your stopwatch or stopwatch app on your smartphone.

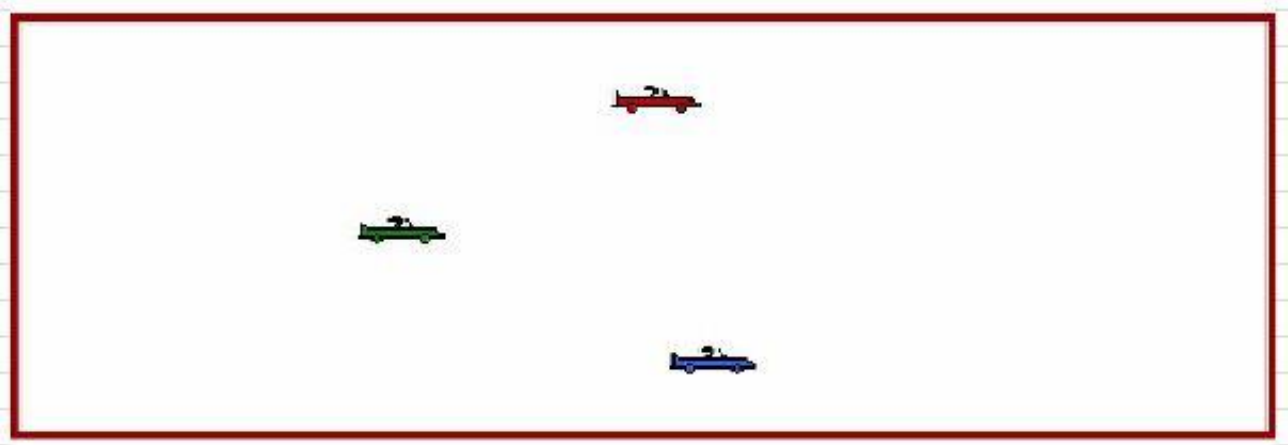
Place the front of the car next to the start of the measured track. As soon as the car moves, tap to start your stopwatch.

When the FRONT of the car gets to the end of the track, tap to stop the stopwatch.

Now you can use your eWorkbook to find the velocity of the car.

You can write the information from this experiment into the boxes on page 13. There are several for you to measure the velocity of several cars, or other moving objects.

LESSON 2



$$Velocity= \frac{D}{t}$$

Experimental conditions (for instance, red car on carpet going towards door)	Distance travelled (D)		meters
	Time it took (t)		seconds
	Velocity (v)=		m/s

Experimental conditions	Distance travelled (D)		meters
	Time it took (t)		seconds
	Velocity (v)=		m/s

Experimental conditions	Distance travelled (D)		meters
	Time it took (t)		seconds
	Velocity (v)=		m/s

Experimental conditions	Distance travelled (D)		meters
	Time it took (t)		seconds
	Velocity (v)=		m/s

Experimental conditions	Distance travelled n (D)		meters
	Time it took (t)		seconds
	Velocity (v)=		m/s

LESSON 2

MIX 'N MATCH

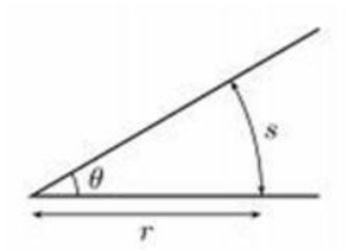
Lesson 1-2 NEW VOCABULARY

	VOCABULARY WORD
1	MOTION
2	INERTIA
3	FRICTION
4	LIGHT WAVE
5	DIFFRACTION

	DEFINITION	EXAMPLE
	Resistance of motion when two bodies rub against each other	A car slowing down in a wind storm
	A wave bending around an object	Light bouncing back from a mirror
	the process of being moved	Moving chess pieces on a board
	The state of rest	A bear hibernating
	Electromagnetic wave measured in wavelengths	Sun's rays

LESSON 3

TRAJECTORY & ANGLES



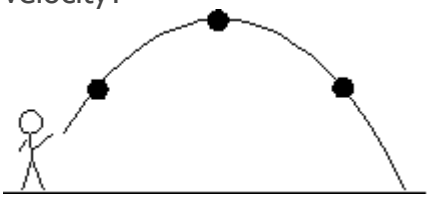
Velocity $= \sqrt{\dfrac{Dg}{\sin 2\theta}}$ ***Projectile motion***

1. Choose one of the three settings for the Cannon Trigger. This will determine the **POWER** of the cannon ball launch.
2. Choose either a large or small cannon ball. The large ball has more **MASS** than the small ball. Launching the large ball will require more **POWER** to go the same **DISTANCE** (D) as the small ball.
3. Set the **ANGLE (Θ)** of the cannon. This affects the **DISTANCE** the ball will travel.
4. Measure the **DISTANCE** the cannon ball travels.
5. These measurements allow you to calculate the initial **VELOCITY** of the cannon ball. The pull of GRAVITY (g) is also taken into account.

Launch ANGLE		degrees		Launch ANGLE		degrees	
DISTANCE		meters		DISTANCE		meters	
VELOCITY			m/s	VELOCITY			m/s
Launch ANGLE		degrees		Launch ANGLE		degrees	
DISTANCE		meters		DISTANCE		meters	
VELOCITY			m/s	VELOCITY			m/s
Launch ANGLE		degrees		Launch ANGLE		degrees	
DISTANCE		meters		DISTANCE		meters	
VELOCITY			m/s	VELOCITY			m/s

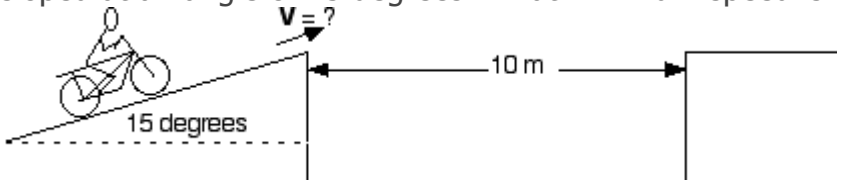
Projectile motion problems

A shotput is thrown and lands 34m away. If the launch angle was 48 degrees, what was its initial velocity?



Launch ANGLE		degrees
DISTANCE		meters
VELOCITY		m/s

A daredevil tries to jump a canyon of width 10 m. To do so, he drives his motorcycle up an incline sloped at an angle of 15 degrees. What minimum speed is necessary to clear the canyon?



Launch ANGLE		degrees
DISTANCE		meters
VELOCITY		m/s

This projectile is launched at an angle to the horizontal; it rises upward to a peak before falling back down.

A football is kicked with an initial velocity of 25 m/s at an angle of 45-degrees with the horizontal. Determine the horizontal distance travelled by the football.

Launch ANGLE		degrees
DISTANCE		meters
VELOCITY		m/s

A long jumper leaves the ground with an initial velocity of 12 m/s at an angle of 28-degrees above the horizontal. Determine the horizontal distance the long-jumper moves.

Launch ANGLE		degrees
DISTANCE		meters
VELOCITY		m/s

LESSON 3

MIX ‘N MATCH
Lesson 3 NEW VOCABULARY

	VOCABULARY WORD		DEFINITION	EXAMPLE
1	COLLISION		Path of a flying projectile of moving object	A missile launch path
2	HORIZONTAL		Measurement of distance between two intersecting lines usually is degrees	Corners of a triangle
3	NEWTON		Two objects bump causing the exchange of energy	Crash of two cars
4	VECTOR		Gravity, 3 laws of motion & calculus	Dropped an apple from a tree
5	VELOCITY		Rate of change in an object’s position (speed + direction)	How fast a car speeds up when the gas pedal is pushed
6	ANGLE		This quantity has both magnitude and direction	The direction or course flown by an airplane
7	TRAJECTORY		Positioned flat, such as left-to-right	The Horizon

LESSON 4

LIGHT as PARTICLES

DRAW WHAT YOU SAW!

BEFORE

AFTER

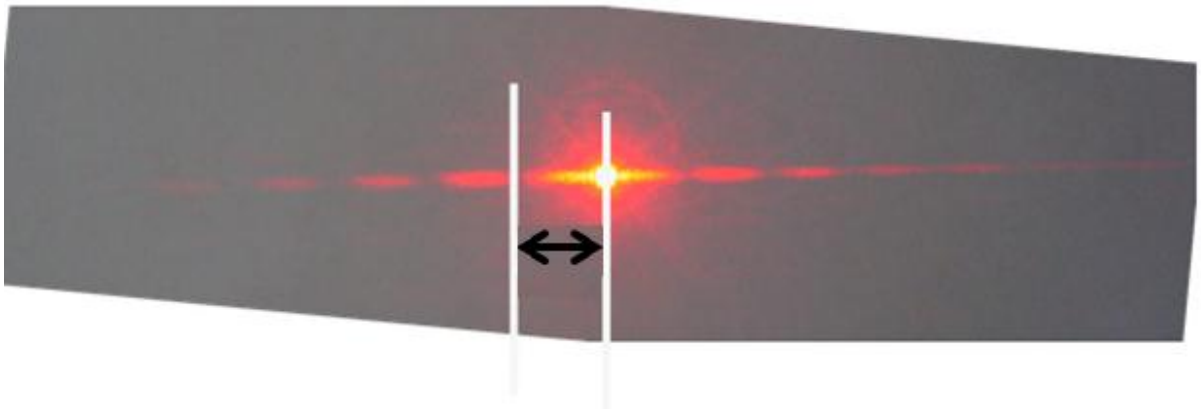
1. Place the plastic can or another formed object in front of the whiteboard.
2. Stand 1meter from the board and shoot 8-10 NERF darts at the object. Some of the darts will stick to the can and other will stick to the whiteboard around the can.
3. In the BEFORE box, draw the can and make an ‘x’ in the places where the darts landed around the can.
4. Remove the can from the whiteboard.
5. In the AFTER box, mark an ‘x’ in the places where the darts remain.

The darts act like LIGHT PARTICLES. When light shines on an object, such as the can, the object keeps the light from landing on the surface behind the object. Instead the light lands on the area around the object. This creates a shadow image of LIGHT PARTICLES.

LESSON 4

LIGHT as WAVES

Using a Laser Light to measure a Hair



Measure from the centre of the bright spot to the centre of the 1st dark space on either side!

$$\text{Thickness of hair} = \frac{2\lambda D}{y}$$

RED LASER CALCULATION

Distance (D)		
Space between lines (y)		
Laser Wavelength (λ)	**650**	
Thickness of hair =		mm

GREEN LASER CALCULATION

		m
		mm
	532	**Nm**
Thickness of hair =		mm

Distance (D)		**m**
Space between lines (y)		**Mm**
Laser Wavelength (λ)	**650**	**nm**
Thickness of hair =		mm

Distance (D)		**m**
Space between lines (y)		**Mm**
Laser Wavelength (λ)	**532**	**nm**
Thickness of hair =		mm

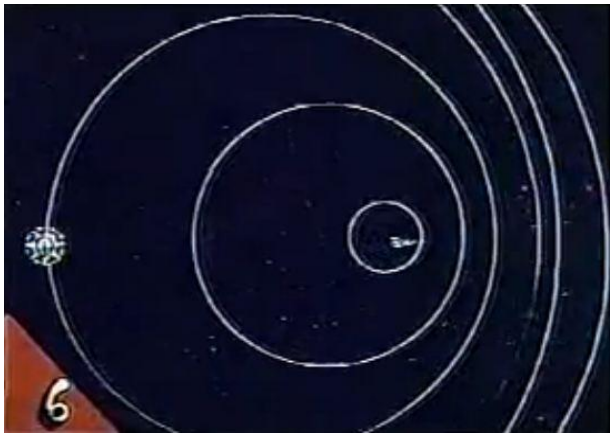
LESSON 4

MIX 'N MATCH

Lesson 4 Waves NEW VOCABULARY

	VOCABULARY WORD		DEFINITION	EXAMPLE
1	DIAMETER		Visible colour chart	The positions between two extreme points
2	EINSTEIN, ALBERT		Crests of a surfing wave	Distance between the crests of waves
3	GRAVITATIONAL WAVE		The length of a raceway	A unit of measure of the size, extent or dimension of an object
4	LORENTZ, HENDRIK		Similar to the ripples of water after dropping in a stone	Ripples in the curvature of space-time
5	MAGNITUDE		$E=MC^2$	Identified the speed of light
6	SPECTRUM		1902 Nobel Prize for Physics	Conducted early work on special relativity
7	WAVELENGTH		A closed circle	the distance around an object

Lesson 5: The Twins Paradox (Part I)



The ship sets out from Earth

The interval between flashes arriving on Earth gets greater, because the next flash has to travel further.

	On the Ship		*On Earth*	
At the start, what time is it on both clocks?		o'clock		o'clock
How many flashes does the ship send as it moves away?		flashes		
How many minutes are there between each flash?		minutes		minutes
So the time from start to turn-around is		minutes		
What time does the clock show at the 10th flash?		o'clock		o'clock

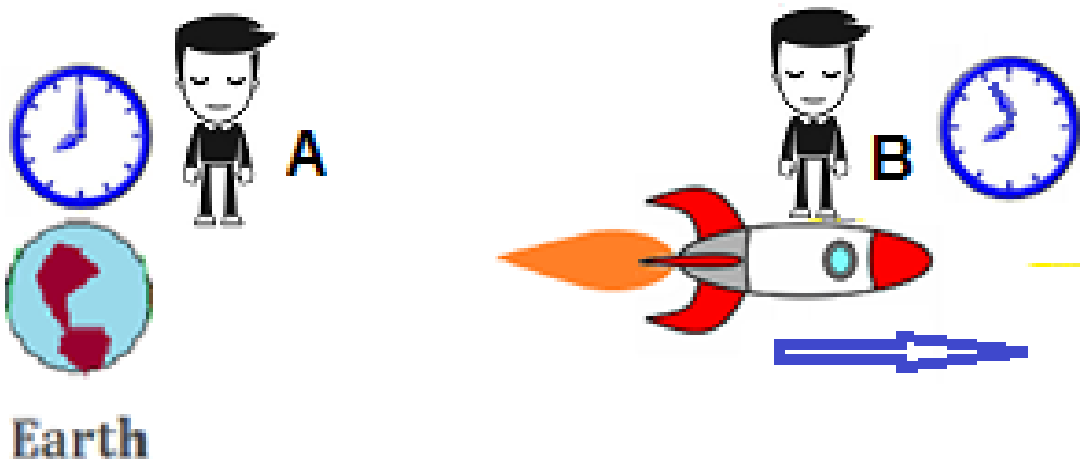
Now the ship turns round

The interval between flashes arriving on Earth gets smaller, because each flash has to travel less far.

	On the Ship		*On Earth*	
How many flashes does the ship send as it returns?		flashes		
How many minutes are there between each flash on the ship?		minutes		minutes
So the time from turn-around to the ship reaching Earth is		minutes		minutes
What time does the ship clock show at the last flash as it passes Earth?		o'clock		o'clock
Apparent time for the whole journey		hours		hours

LESSON 6

TWINS PARADOX AGES



Age of the twins at start (A_s)		years
Time the travelling twin is away (t)		years
Speed of the travelling twin (v)		(fraction of speed of light)
Age of Space-Travelling Twin		years
Age of Earth-bound Twin		years $A_s + t$
Age Difference		years

Age of the twins at start (A_s)		years
Time the travelling twin is away (t)		years
Speed of the travelling twin (v)		(% of speed of light)
Age of Space-Travelling Twin		years
Age of Earth-bound Twin		years $A_s + t$
Age Difference		years

MIX 'N MATCH VOCABULARY MASTER

GRADE LEVEL	VOCABULARY	DEFINITION	EXAMPLE
1-6 Geo/4 Science	Distance	Linear extent of space or the space between two points	Launceston to Hobart
3-7 Science/DTech/Geo	Energy	The ability to do work, measured in joules	Sun's rays
3 Science/2-6 Tech	Motion	the process of being moved	Moving chess pieces on a board
5-6 Science/DTech	Light	Electromagnetic wave visible to the human eye	Sun's rays
5-7 Maths/English/History	Power	Rate at which energy is used	The force that makes an engine move
5 Science	Galileo	16th Century Italian who observed solar movements	Theory of Basic Relativity
6 Maths/3 English	Inertia	The state of rest	A bear hibernating
3-5 Science/3 Maths/4-6 Geo	Relativity	Light and Time interacting in space	Motion depended on the relative velocity and position of the observer.
3-5 Ski/4-6 Geo	Relativistic Motion	Motion that is defined by the reference point	Throwing a ball in a moving car
3-4 Science/5-6 Tech	Speed	How fast an object moves relative to a reference point	Changing gears on a bike
3-5 Science	Time	Intervals from past to future	Clocks
LP2	Velocity	Rate of change in an object's position (speed + direction)	How fast a car speeds up when the gas pedal is pushed
6 Maths	Vertical	Positioned up and down like a flagpole	latitude
LP3	Angle	Measurement of distance between two intersecting lines usually is degrees	Corners of a triangle
LP3	Collision	Two objects bump causing the exchange of energy	Crash of two cars
LP3	Horizontal	Positioned flat, such as left-to-right	The Horizon
LP3	Newton	Gravity, 3 laws of motion & calculus	Dropped an apple from a tree
LP3	Trajectory	Path of a flying projectile of moving object	A missile launch path
LP3	Vector	This quantity has both magnitude and direction	The direction or course flown by an airplane
LP4	Diameter	the distance around an object	A closed circle
LP4	Einstein, Albert	Identified the speed of light	$E=MC^2$
LP4	Gravitational Wave	Ripples in the curvature of space time	Similar to the ripples of water after dropping in a stone
LP4	Lorentz, Hendrik	Conducted early work on special relativity	1902 Nobel Prize for Physics

LP4	Magnitude	A unit of measure of the size, extent or dimension of an object	The length of a raceway
LP4	Spectrum	The positions between two extreme points	Visible colour chart
LP4	Time dilation	Space-time	Twins Paradox
LP4	Wavelength	Distance between the crests of waves	Crests of a surfing wave

Thank you for exploring Physics in Science-ercise!

The eWorkbook for Excel or Numbers on iPad can be downloaded from

http://www.science-ercise.edu.au