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Motion in two dimensions

Posted by [sat](#) on Sun, 2014-03-16 12:47

This downloadable resource is useful for demonstrating velocity and acceleration vectors.

The resource, which can be either displayed in a web browser or downloaded as a standalone Java application, is a simulation that illustrates velocity and acceleration vectors as changing arrows as a ball is moved around a screen.

Linear motion, simple harmonic motion and circular motion are demonstrated. The velocity and acceleration arrows can be shown together, or one or both can be hidden to allow students to predict their directions.

The simulation is good for investigating the difference between accelerated motion and constant speed motion as well as velocity and acceleration directions during circular motion.

It is also good for investigating accelerating and decelerating motion.

Australian Curriculum v9 Codes: AC9S10U05 (Year 10)

Tags:

[acceleration](#)

[velocity](#)

[simple harmonic motion](#)

[circular motion](#)

[linear motion](#)

[accelerated motion](#)

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Vectors (Physics)

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