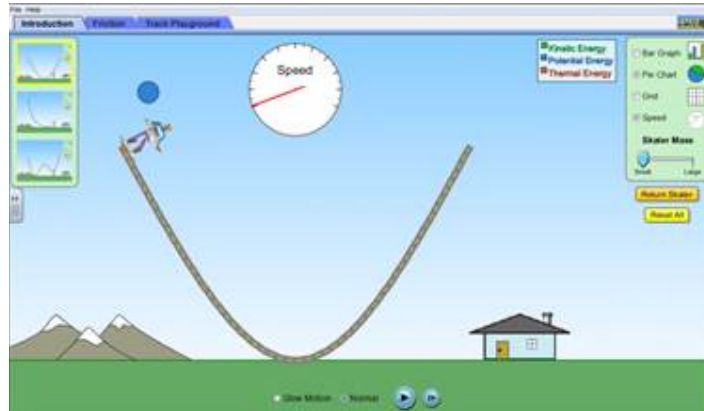


[PDF File](#)



ENERGY SKATE PARK-LAB

PART I and II

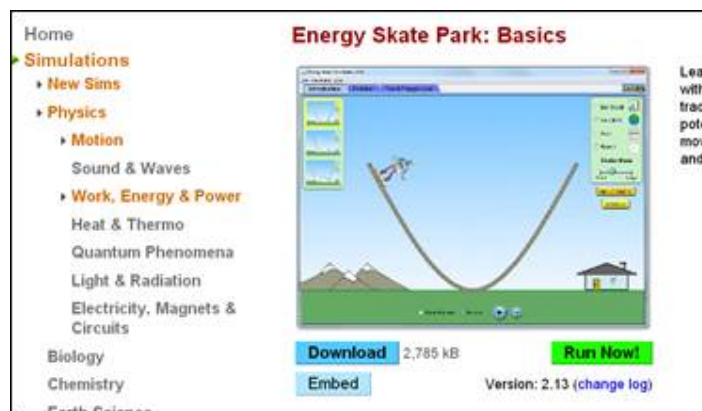
Unit Overview

In this two-part activity you will investigate the relationships among kinetic, potential, thermal, and total energy. You will see how these energies are used and change through measuring a simulated skateboarder on a half-pipe. Then, you will see what happens to the energy levels of the skater when friction is an added factor.

Click on the link: <http://phet.colorado.edu/en/simulation/energy-skate-park-basics>

You can download the lab to your desktop. It is wise to house all of the simulations in a folder so you can refer back to them when needed.

This is a screen shot of the simulation:



When you see this screen you will then click on “Run Now!”

Download the printable worksheet below.

[Energy Skate Park Lab Activity Sheet](#)

A Look Ahead

In **Unit 15** we will learn what momentum is and how to calculate it. We will see how mass and velocity determine an objects momentum and what happens when an object collides with another object. For the sake of time and this class, we will only explore momentum in one dimension in this chapter.



Below are additional educational resources and activities for this unit.

[Unit 14 Resource 1](#)

[Unit 14 Resource 2](#)