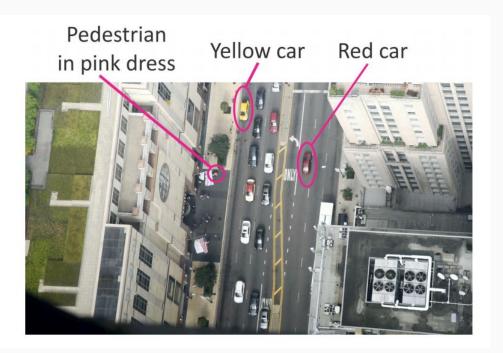
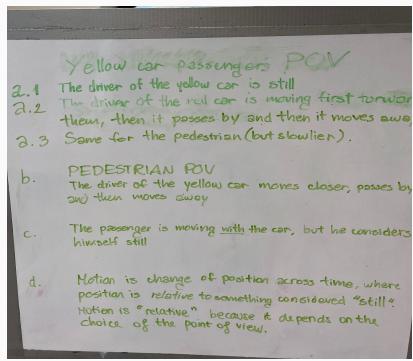
Physics Education Laboratory Lecture 06 - p2 Laboratory for teaching Kynematica and Dynamics

Laboratory on Kinematics



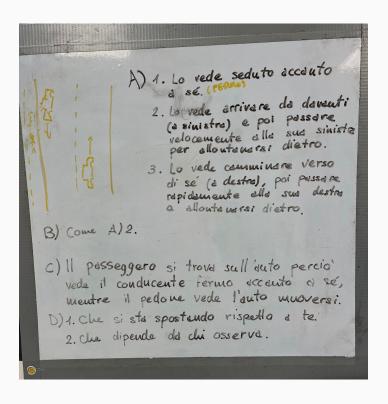


Laboratory on Kinematics

```
@ yellow - yellow: doesn't more
            — red: it's approaching in high speed
           L pedestrien: * low = :
(6) the fastest object coming towards me.
6 because the pedestrian isn't in the car;
d o when an objet is moving along the street,
   • it depends on the vehicle we are on:
```

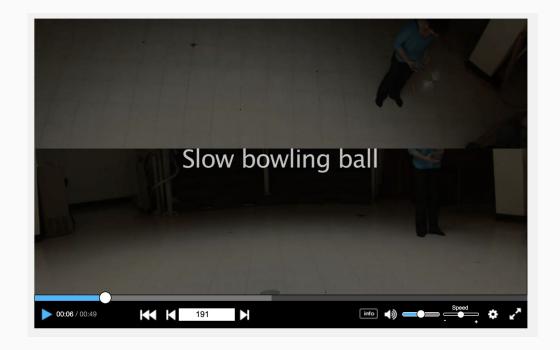
le macchine 2055e mue versi Velso de loi elle sue sinistre - il pedane movensi venso di lui alle sus destre Il pedane vede le mechine vielle moversi in Seuso apporto elle sue obrezione di comminate C Il posseggero si unue essielle el guidatese, mentre il pedone si move indipendemente nel verso apposto Moto: Cembie la proprie positione Rispetto e un pluto fermo

Laboratory on Kinematics



MOTION IN ONE DIRECTION

- a. For the passenger of the yellow car, the driver of the yellow car doesn't move the driver of the red car move faster than the pedestrian, both approaching him.
 - b. The pedestrian sees the driver of the yellow car approaching to her.
 - c. Because for the passenger, the driver doesn't move while for the pedestrian he does.
 - d. "Hoving" means how an object changes its position and "motion is relative" means that the motion depends on the reference point.



- a. What patterns did you notice in the placement of the dots?
- b. How can you use the distances between the dots to describe the motion of the bowling ball?

https://mediaplayer.pearsoncmg.com/assets/_frames.true/secs-experiment-video-1

```
PATTERNS -> "one" correspond to the passage of a Unit of time (always the same). Every
                     "one" a bag is placed where the ball is.
               -> "free" ball => equidistant points
                     pushed ball -> NON-equidistant points
                -> faster ball => further away dots
    Connecting the points creating the path of the ball.
     Mesuring the distance between the dots gives us information about the ball's velocity.
```

