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# Physics Education

# Laboratory

# Lecture 06

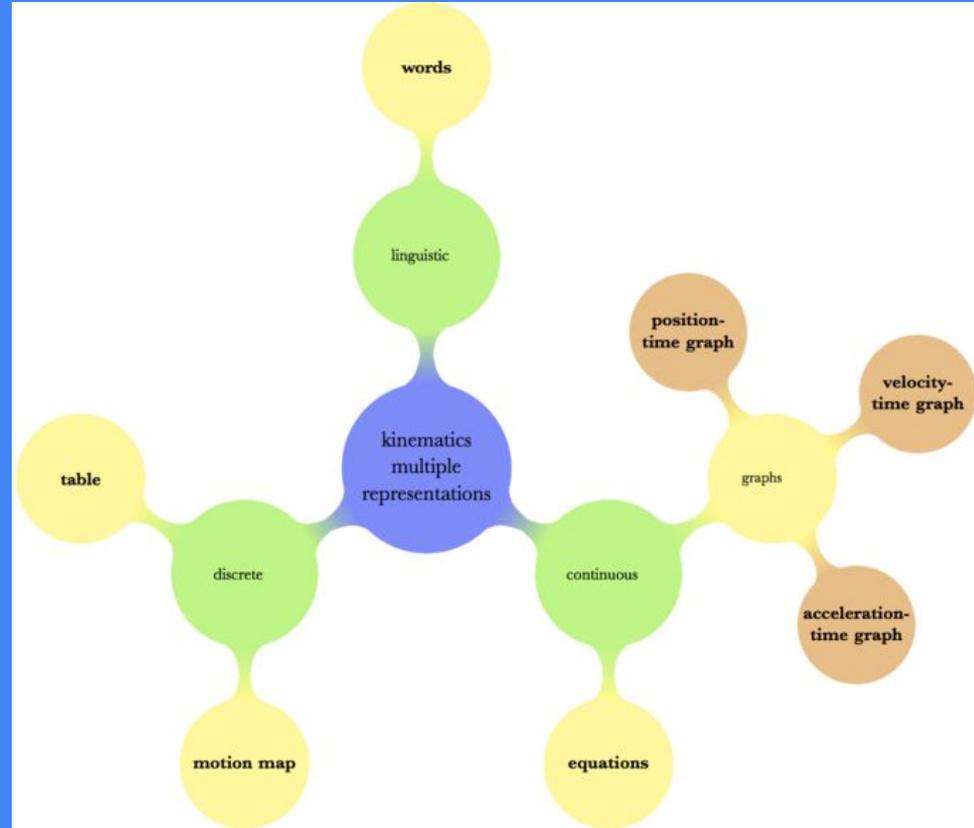
## The use of multiple representations in kinematics

Francesco Longo • 09/10/2025

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# Key-concepts in Kinematics with Multiple Representations

Orientation toward science teaching



# Multiple Representations definition

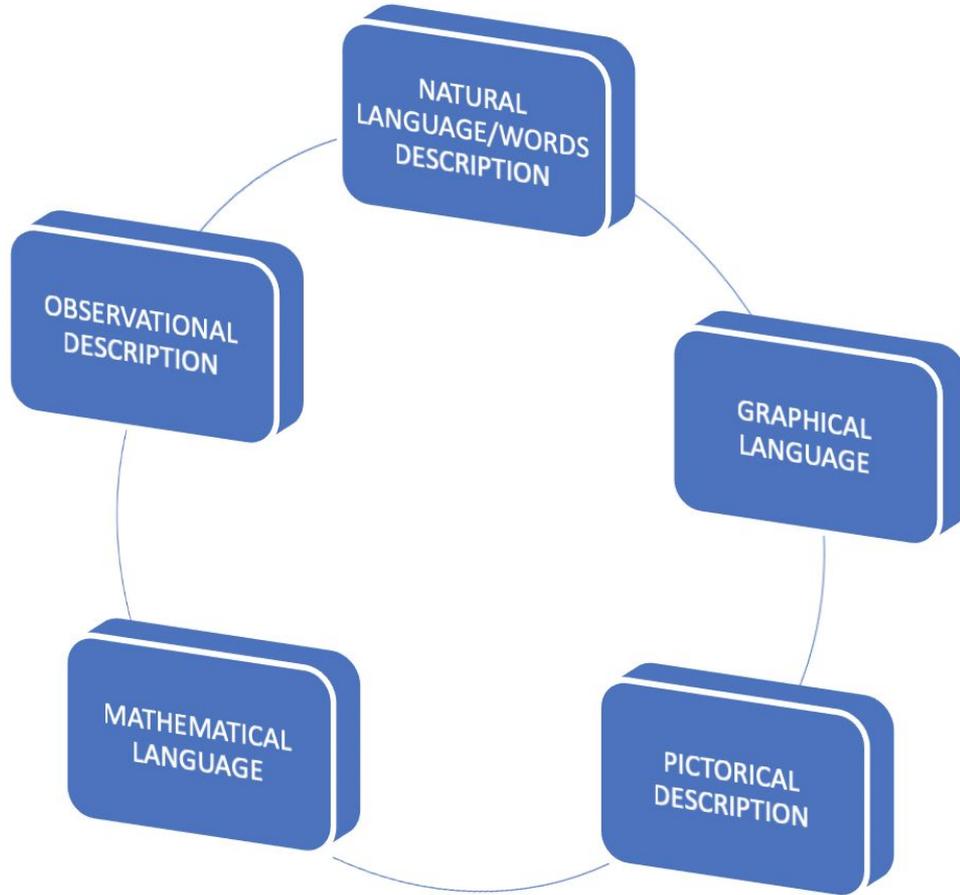
MR refer to the capacity of scientific discourse to represent the same concepts or processes in different modes (e.g., verbal, visual, mathematical, graphical) while multi-modal representation refers to the integration of different modes to represent scientific processes, findings, and scientific explanations

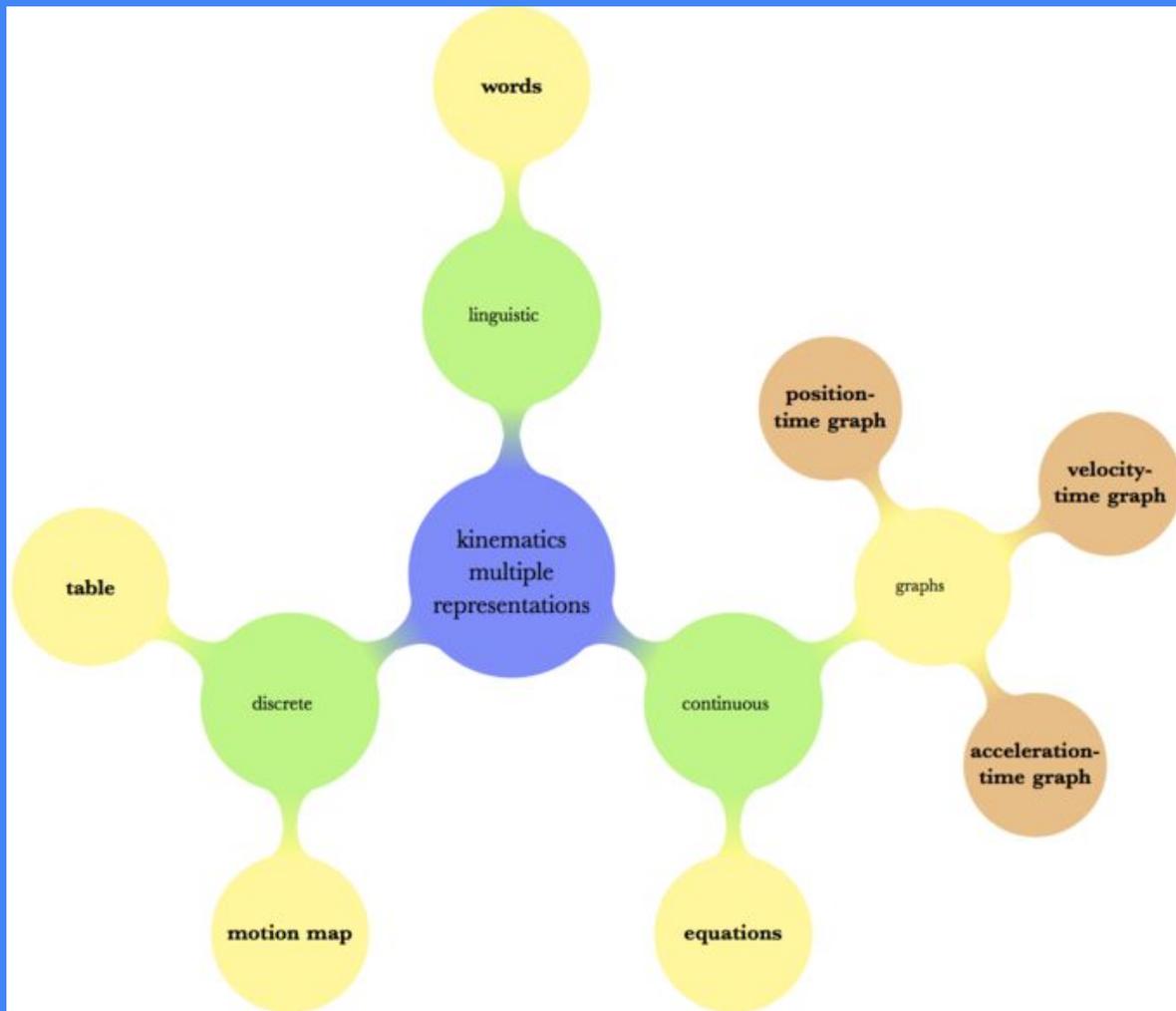
## SUMMARIZING:

how multiple representations (MR) can be used in undergraduate physics education and in physics education research

- MR might serve as a powerful learning strategy in physics education and has a positive impact on undergraduate students' understanding of physics concepts.
- There is no evidence in the literature that one kind representation is better than another in supporting students develop their understandings of physics concepts.
- Students use different kinds of representations and the combination of kinds of representations has the potential to support student problem solving and consequently their development of conceptual understanding.
- Students face different difficulties in using MR during the learning process, especially in switching between kinds of representations.
- Computer-based representations can support students' physics learning, as for example, conceptual understanding and representational competence.

Kinematics with  
Multiple Representations  
DESCRIPTIONS OR  
DISCIPLINE'S LANGUAGES?





# Interpreting representation and translating

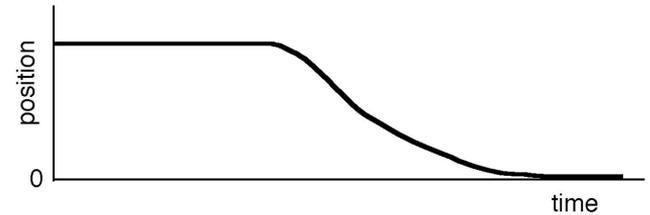
FROM GRAPHICAL TO WORDS

Internal  
representation



External  
representation

6. Here is a graph of an object's motion. Which sentence is a correct interpretation?



- A) The object rolls along a flat surface. Then it rolls forward down a hill, and then finally stops.
- B) The object doesn't move at first. Then it rolls forward down a hill and finally stops.
- C) The object is moving at a constant velocity. Then it slows down and stops.
- D) The object doesn't move at first. Then it moves backwards and then finally stops.
- E) The object moves along a flat area, moves backwards down a hill, and then it keeps moving.

# Interpreting representation and translating

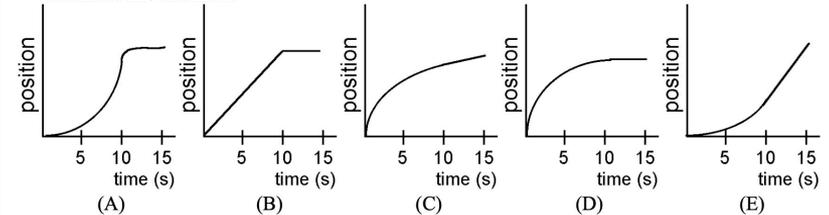
FROM WORDS TO GRAPHICAL

Internal  
representation



External  
representation

7. An object starts from rest and undergoes a positive, constant acceleration for ten seconds. It then continues on with constant positive velocity. Which of the following graphs correctly describes this situation?



# Interpreting representation and translating

FROM WORDS THROUGH  
GRAPHICAL TO  
MATHEMATICAL

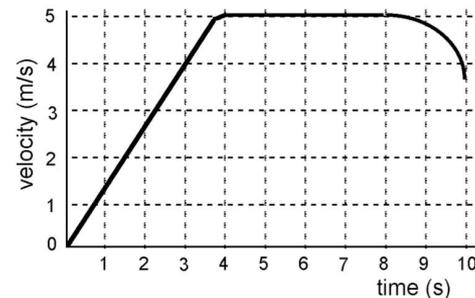
Internal  
representation



External  
representation

3. An elevator moves from the basement to the tenth floor of a building. The mass of the elevator is 1000 kg and it moves as shown in the velocity-time graph below. How far does it move during the first three seconds of motion?

- A) 0.75 m
- B) 1.33 m
- C) 4.0 m
- D) 6.0 m
- E) 12.0 m



# Collecting data and elaborating

FROM GRAPHICAL TO  
MATHEMATICAL

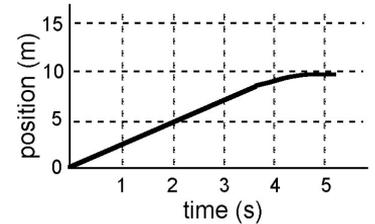
Internal  
representation



External  
representation

4. The velocity at the 2 second point is:

- A) 0.4 m/s
- B) 2.0 m/s
- C) 2.5 m/s
- D) 5.0 m/s
- E) 10.0 m/s



# Interpreting representation and modelling concept

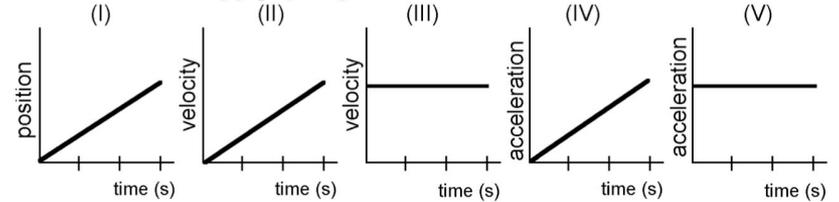
FROM GRAPHICAL TO  
CONCEPT MODEL

External  
representation



Internal  
representation

9. Consider the following graphs, noting the different axes:



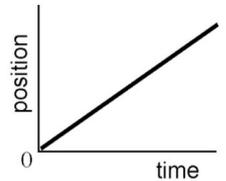
Which of these represent(s) motion at constant velocity?

- A) I, II, and IV
- B) I and III
- C) II and V
- D) IV only
- E) V only

2. To the right is a graph of an object's motion.

Which is the best interpretation?

- A) The object is moving with a constant, non-zero acceleration.
- B) The object does not move.
- C) The object is moving with a uniformly increasing velocity.
- D) The object is moving at a constant velocity.
- E) The object is moving with a uniformly increasing acceleration.



# Interpreting representation and modelling concept

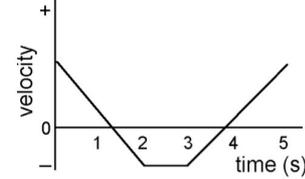
FROM GRAPHICAL TO  
CONCEPT MODEL

External  
representation

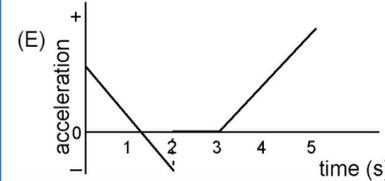
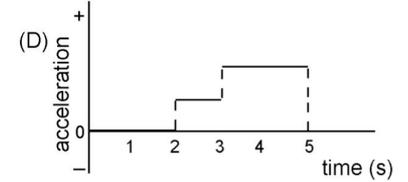
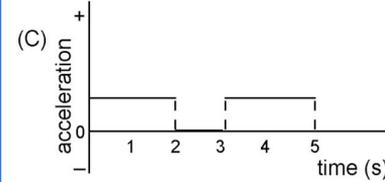
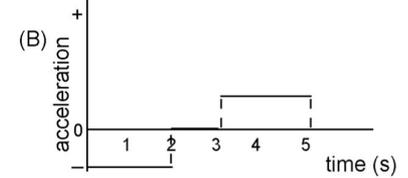
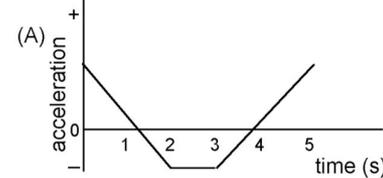


Internal  
representation

11. The following represents a velocity-time graph for an object during a 5 s interval.

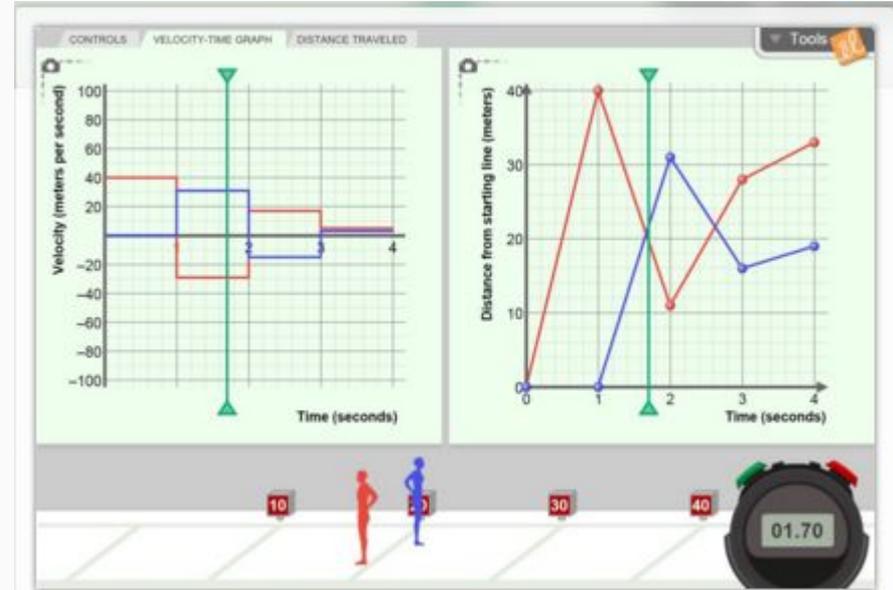


Which one of the following graphs of acceleration vs time would best represent the object's motion during the same time interval



# Distance -Time, Velocity-Time Graphs Metric

Create a graph of a runner's position versus time and watch the runner run a 40-meter dash based on the graph you made. Notice the connection between the slope of the line and the velocity of the runner. Add a second runner (a second graph) and connect real-world meaning to the intersection of two graphs. Also experiment with a graph of velocity versus time for the runners, and also distance traveled versus time.



# Students' Exploration Sheet

Analyze the sheet

Observe the use of Multiple Representations

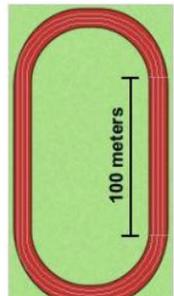
## Student Exploration: Distance-Time and Velocity-Time Graphs

[NOTE TO TEACHERS AND STUDENTS: This lesson was designed as a follow-up to the Distance-Time Graphs Gizmo. We recommend you complete that activity before this one.]

**Vocabulary:** displacement, distance traveled, slope, speed, velocity

**Prior Knowledge Questions** (Do these BEFORE using the Gizmo.)  
Dora runs one lap around the track, finishing where she started. Clark runs a 100-meter dash along the straight side of the track.

1. Which runner traveled a greater distance? \_\_\_\_\_
2. Which runner had a greater change in position, start to finish?  
\_\_\_\_\_



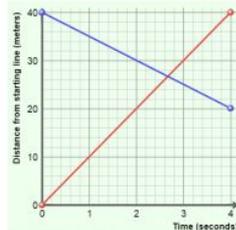
### Gizmo Warm-up

The *Distance-Time Graphs* Gizmo shows a dynamic graph of the position of a runner over time. The *Distance-Time and Velocity-Time Graphs* Gizmo includes that same graph and adds two new ones: a velocity vs. time graph and a distance traveled vs. time graph.

The graph shown below (and in the Gizmo) shows a runner's position (or distance from the starting line) over time. This is most commonly called a *position-time graph*.

Check that the **Number of Points** is 2. Turn on **Show graph** and **Show animation** for both **Runner 1** and **Runner 2**.

1. Drag the points to create the graph shown to the right.
  - **Runner 1's** line (the red one) should have endpoints at (0, 0) and (4, 40).
  - **Runner 2's** line (the blue one) should have endpoints at (0, 40) and (4, 20).



Physics Education

Laboratory

Lecture 06

Content Knowledge for  
teaching Dynamics

Francesco Longo - 09/10/25

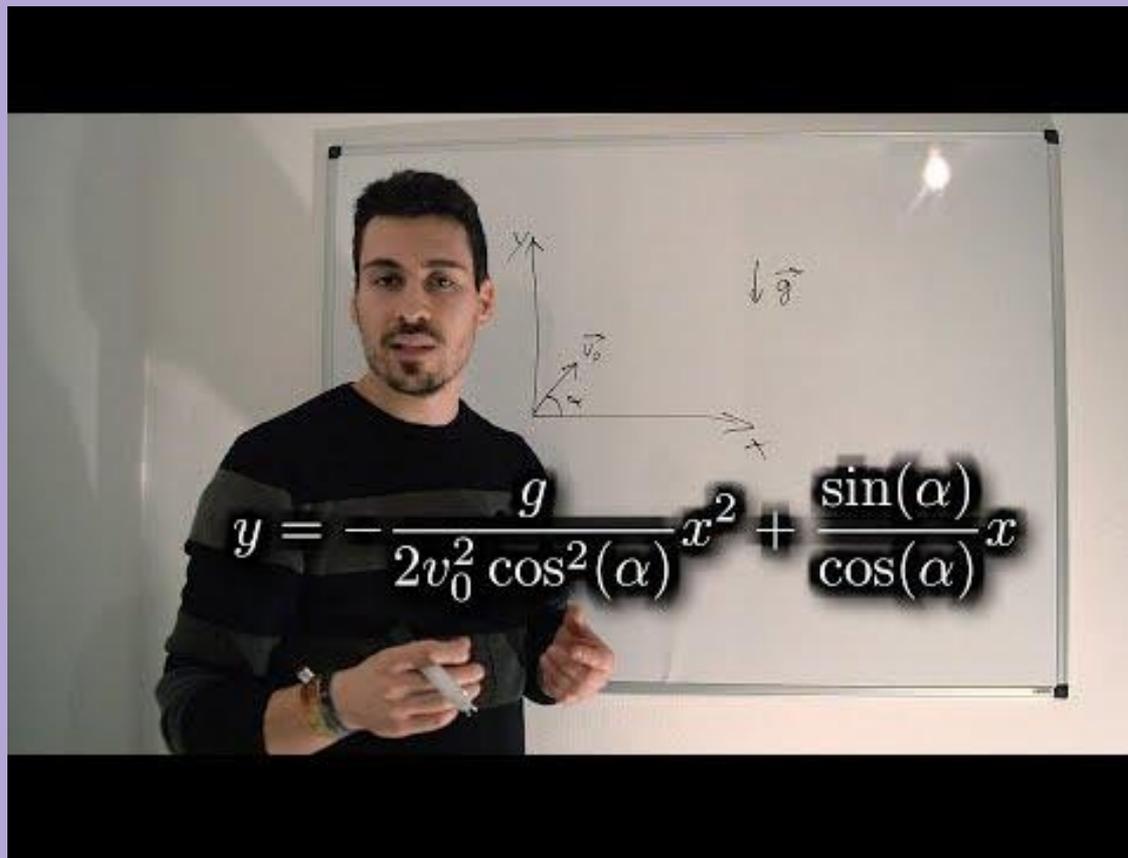


<https://www.youtube.com/watch?v=A2cYcQkcJ08>

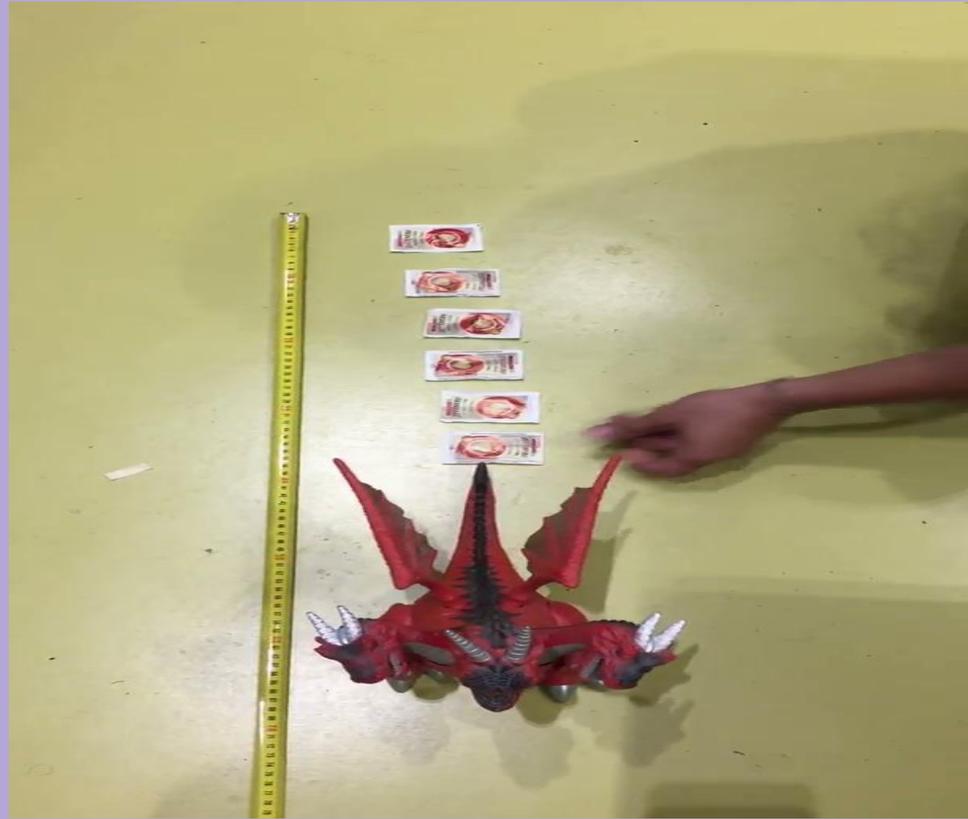
The whiteboard shows a coordinate system with a vertical y-axis and a horizontal x-axis. A vector  $\vec{v}_0$  is drawn from the origin at an angle  $\alpha$  with the x-axis. A downward arrow labeled  $\vec{g}$  represents gravity. The equation for the trajectory is written on the board:

$$y = -\frac{g}{2v_0^2 \cos^2(\alpha)} x^2 + \frac{\sin(\alpha)}{\cos(\alpha)} x$$

Video on Kinematics



Is there another way of teaching kinematics?



Let's try ...

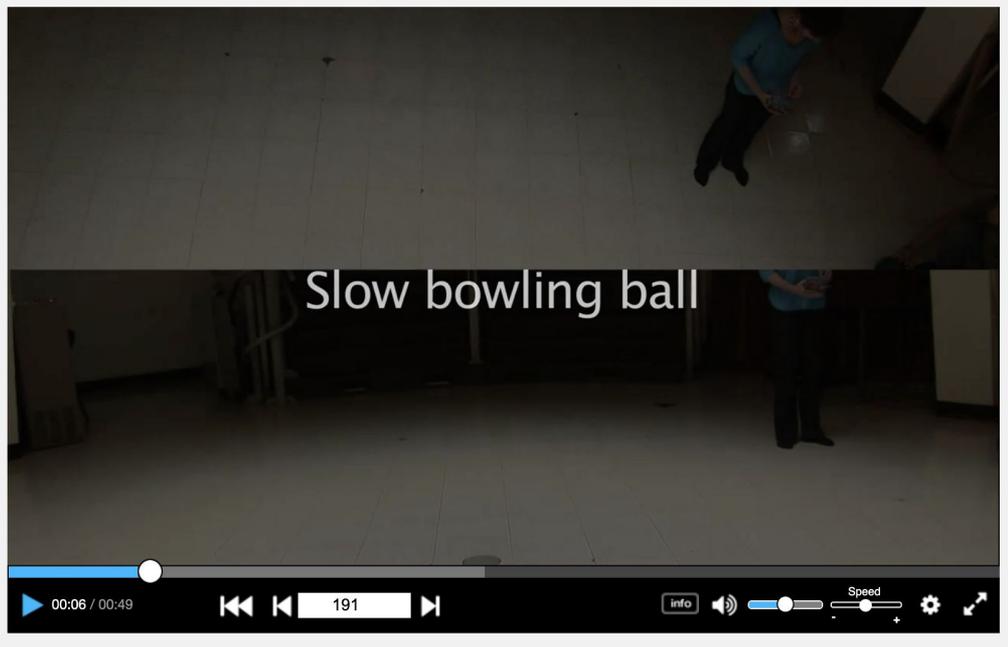


Let's try ...



Let's try ...



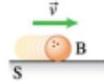
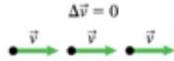
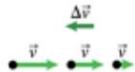
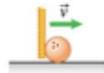
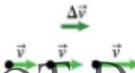


- a. What patterns did you notice in the placement of the dots?
- b. How can you use the distances between the dots to describe the motion of the bowling ball?

[https://mediaplayer.pearsoncmg.com/assets/\\_frames.true/secs-experiment-video-1](https://mediaplayer.pearsoncmg.com/assets/_frames.true/secs-experiment-video-1)

# Observational Experiment Table 3.1

How are motion and forces related?

Observational experiment	Analysis	
	Motion diagram	
<p><b>Experiment 1.</b> A bowling ball B rolls on a very hard, smooth surface S without slowing down.</p> 	<p><math>\Delta \vec{v} = 0</math></p> 	
<p><b>Experiment 2.</b> A ruler R lightly pushes the rolling bowling ball opposite the ball's direction of motion. The ball continues to move in the same direction, but slows down.</p> 		
<p><b>Experiment 3.</b> A ruler R lightly pushes the rolling bowling ball in the direction of its motion. The ball speeds up.</p> 		

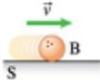
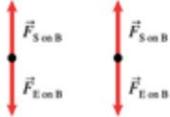
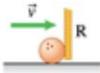
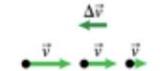
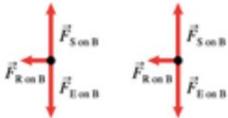
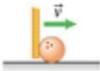
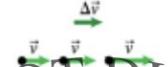
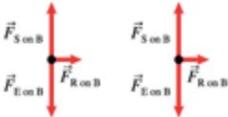
## Pattern

- In all the experiments, the vertical forces add to zero and cancel each other. We consider only forces exerted on the ball in the horizontal direction.
- In the first experiment, the sum of the forces exerted on the ball is zero; the ball's velocity remains constant.
- In the second and third experiments, when the ruler pushes the ball, the velocity change arrow ( $\Delta \vec{v}$  arrow) points in the same direction as the sum of the forces.

**Summary:** The  $\Delta \vec{v}$  arrow in all experiments is in the same direction as the sum of the forces. Notice that there is no pattern relating the direction of the velocity  $\vec{v}$  to the direction of the sum of the forces. In Experiment 2, the velocity and the sum of the forces are in opposite directions, but in Experiment 3, they are in the same direction.

# Observational Experiment Table 3.1

How are motion and forces related?

Observational experiment	Analysis	
	Motion diagram	Force diagrams for first and third positions
<p><b>Experiment 1.</b> A bowling ball B rolls on a very hard, smooth surface S without slowing down.</p> 	<p><math>\Delta \vec{v} = 0</math></p> 	
<p><b>Experiment 2.</b> A ruler R lightly pushes the rolling bowling ball opposite the ball's direction of motion. The ball continues to move in the same direction, but slows down.</p> 	<p><math>\Delta \vec{v}</math></p> 	
<p><b>Experiment 3.</b> A ruler R lightly pushes the rolling bowling ball in the direction of its motion. The ball speeds up.</p> 	<p><math>\Delta \vec{v}</math></p> 	

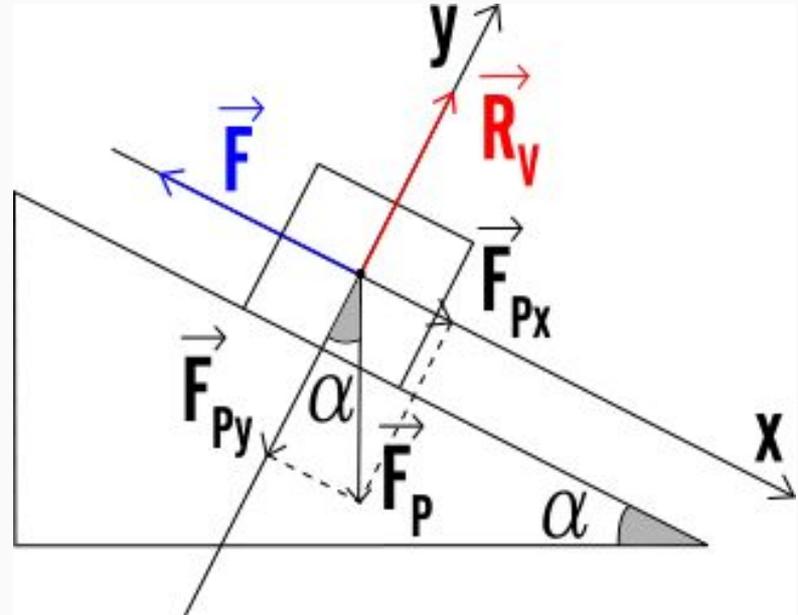
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# Key concepts in Dynamics

- The three laws of Dynamics
- The concept of acceleration
- The concept of linear momentum
- The vector nature of the force
- The observer system
- The inertial system



# key concepts in Dynamics

- Newton's second law

The diagram shows the equation  $\vec{F} = m\vec{a}$  centered on a white background. Three labels with arrows point to the terms in the equation: 'Inertial mass of the object' has a downward arrow pointing to the 'm'; 'Acceleration of the object' has a diagonal arrow pointing to the ' $\vec{a}$ '; and 'Vector sum of all the forces acting on the object' has an upward arrow pointing to the ' $\vec{F}$ '.

Inertial mass  
of the object

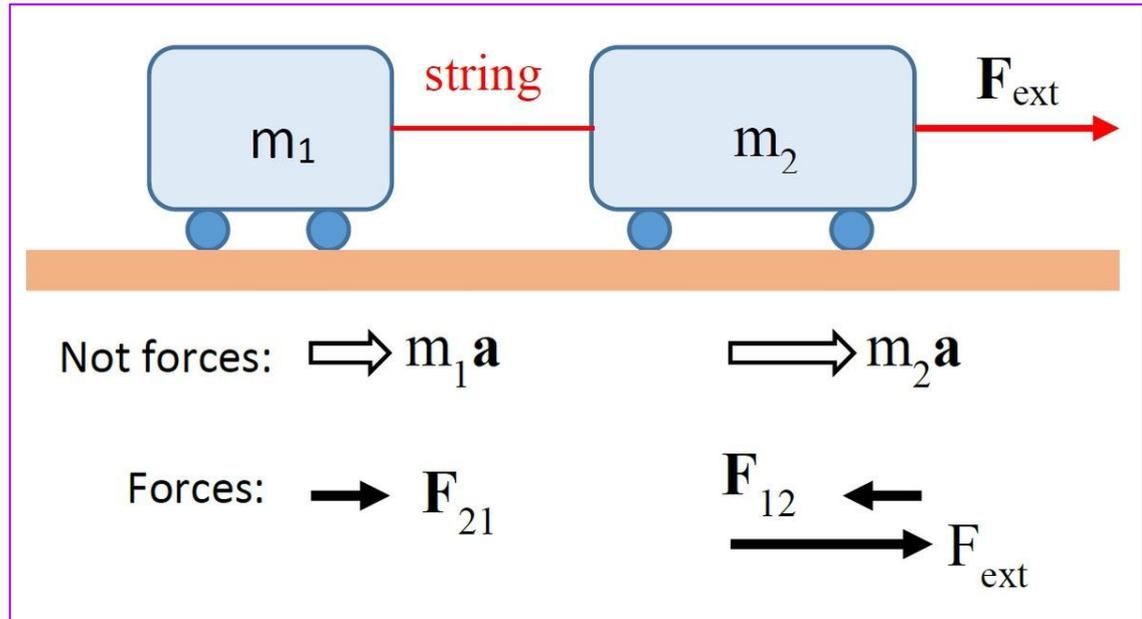
$$\vec{F} = m\vec{a}$$

Acceleration  
of the object

Vector sum of  
all the forces  
acting on the object

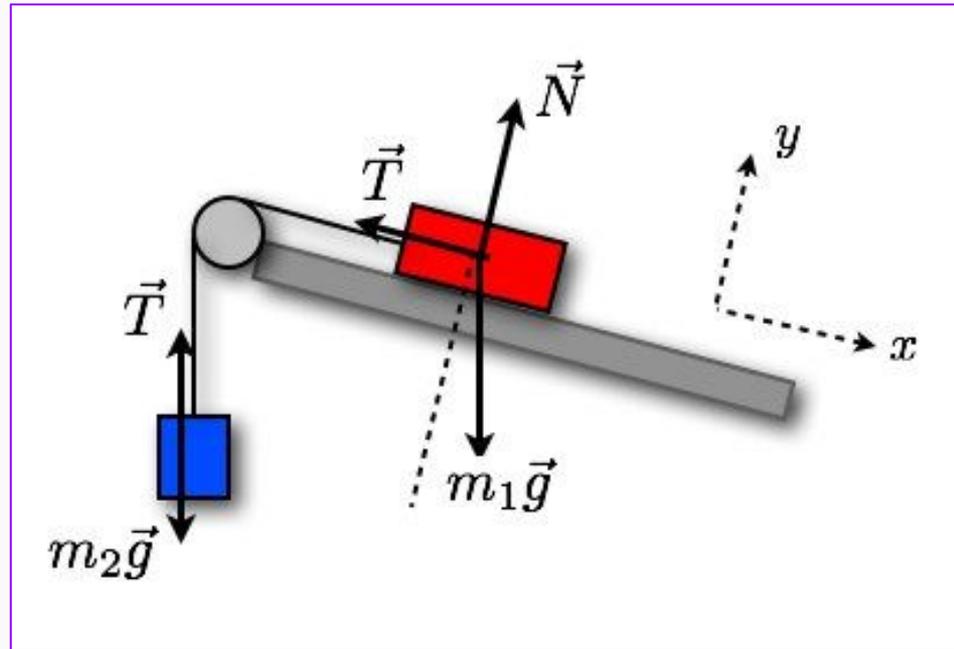
# key concepts in Dynamics

- Newton's third law

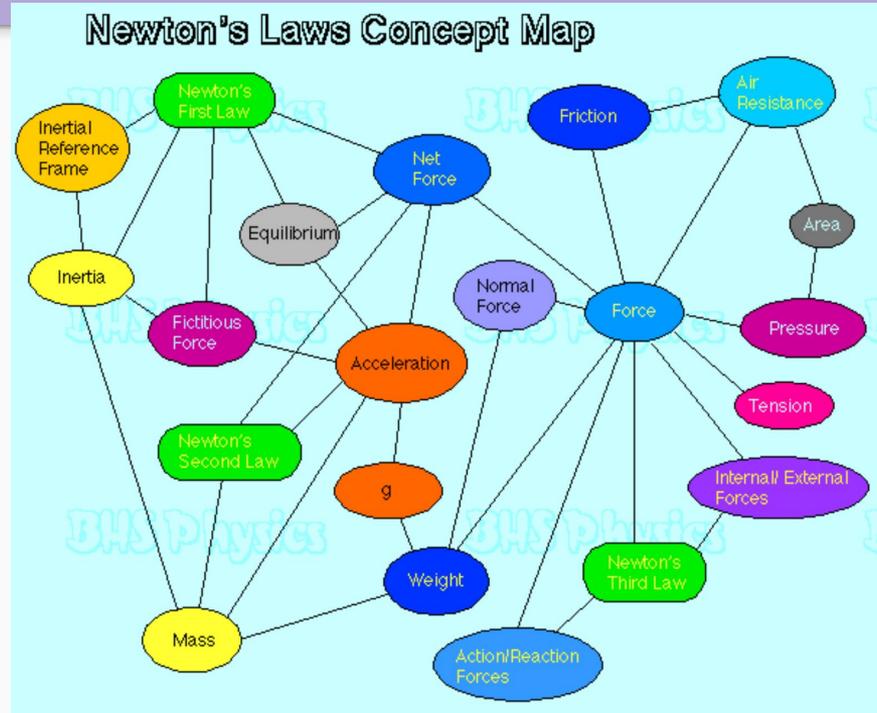


# key concepts in Dynamics

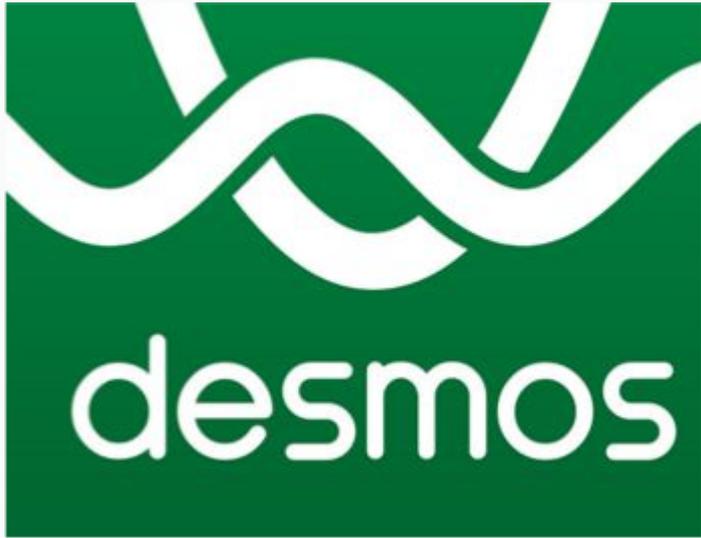
- The Force ...
- The free body approach
- “Force diagram”



# A concepts' map



# Teacher Desmos: a useful tool ...



<https://teacher.desmos.com>

The screenshot shows the Desmos website homepage. At the top, a white box contains the text "Let's learn together." and "We're on a mission to help every student learn math and love learning math." with a "Graphing Calculator" button. Below this, a section titled "Using Desmos in a classroom?" has two columns: "Students" with a "Student Homepage" button and "Teachers" with a "Browse Activities" button. A "Global Math Art Contest Finalists" section displays five student projects with their names and locations. At the bottom, a "Desmos + Partners" section lists logos for the UK Department of Education, Smarter Balanced, Pearson, NWEA, Cambridge University, and Savvas Learning Company.

Let's learn together.

We're on a mission to help every student learn math and love learning math.

[Graphing Calculator](#)

Using Desmos in a classroom?

**Students**  
Have a code from your teacher? Head to the student homepage to enter it.  
[Student Homepage](#)

**Teachers**  
Interactive and creative activities for your math class.  
[Browse Activities](#)

Global Math Art Contest Finalists  
[View all finalists](#)

Chararvi Sood, Workingham, UK

Ezra Oppenheimer, Ontario, Canada

YY, Yokohama, Japan

Student, California, USA

Benjamin Lacasse, Québec, Canada

Desmos + Partners  
Our tools power [assessments](#) and major curricula. [Learn more](#)

# Teacher Desmos: a useful tool ...

## What We Do

Desmos wants to build a world where every student learns math and loves learning math, where a student's access to the power and beauty of math doesn't depend on their place of birth, race, ethnicity, gender, or any other aspect of their identity.

Our free suite of math software tools, including the renowned Desmos Graphing Calculator and Scientific Calculator, are used annually by over 40 million teachers and students around the world. Our tools power core math curricula for many of the world's largest publishers, and our calculators are built into the majority of U.S. state-level assessments and digital college entrance exams. Desmos is also partnered with the Smarter Balanced Assessment Consortium, the International Baccalaureate MYP, and NWEA (view the full list of assessments [here](#)).

Our cutting-edge technology also powers our free [digital classroom activities](#), thoughtfully designed by teachers for teachers to support and celebrate the different ways students come to know mathematics. These activities are guided by our [pedagogical philosophy](#) and open up a world of possibilities for students to explore concepts more deeply, collaborate with their peers on problem-solving, and apply knowledge creatively as mathematicians.

In 2020, we launched our core [middle school math program](#), which pairs the open-source U.S. middle school curriculum from Illustrative Mathematics and Open Up Resources with Desmos' powerful technology, humanizing pedagogy, and intuitive design. We are working with an incredible cohort of schools and districts to implement and further improve this program over the years to come.

Come join us on our journey! [Play with the calculator](#), [check out our classroom activities](#), or [find a career](#) on our growing team. Stay in touch with us on [Twitter](#), [Facebook](#), [Instagram](#), or [email](#). Teachers and school leaders are also welcome to join our [Educators Community](#).

## Who We Are [Meet the Team](#)



We're a small but growing team.  
Interested in joining? [We're hiring!](#) >

<https://teacher.desmos.com>

# Teacher Desmos: a useful tool ...

The screenshot shows the Desmos website interface. At the top left is the 'desmos' logo. To its right is a search bar with the placeholder text 'Search for an activity' and a magnifying glass icon. Further right are navigation links: 'Math Tools', 'Resources', and 'Educational Ph...', each with a dropdown arrow, and a globe icon. On the left side, there is a vertical navigation menu with the following items: 'Home', 'Most Popular' (underlined), 'YOUR CLASSES' (with sub-items 'Manage Classes' and 'Activity History'), 'YOUR ACTIVITIES' (with sub-items 'Collections' and 'Custom'), and 'FEATURED COLLECTIONS' (with sub-items 'Conics', 'Exponential Functions', 'Functions', 'Inequalities', 'Linear Functions', and 'Linear Systems'). The main content area is titled 'Popular Activities' and contains four activity cards. Each card has a thumbnail image, a title, a 'By Desmos' link, duration, type, and tags. The first card is 'Will It Hit the Hoop?' (30-45 minutes, Application, tags: Distance Learning, Quadratic Functions). The second is 'Marbleslides: Lines' (45-60 minutes, Development, tags: Distance Learning, Functions, Linear Functions). The third is 'Match My Parabola' (45-60 minutes, Practice, tags: Distance Learning, Quadratic Functions, Transforming Functions). The fourth is 'Marbleslides: Parabolas' (45-60 minutes, Development, tags: Distance Learning, Quadratic Functions, Transforming Functions). Each card also includes a brief description and a '+ ...' button.

desmos Search for an activity Q Math Tools ▾ Resources ▾ Educational Ph... ▾

Home

Most Popular

YOUR CLASSES

Manage Classes

Activity History

YOUR ACTIVITIES

Collections

Custom

FEATURED COLLECTIONS

Conics

Exponential Functions

Functions

Inequalities

Linear Functions

Linear Systems

## Popular Activities



### Will It Hit the Hoop?

[By Desmos](#) | 30-45 minutes | Application Distance Learning - ... Quadratic Functions

In this activity, students predict whether various basketball shots will go through the hoop, and then model these shots with parabolas to check their predictions.

+ ⋮



### Marbleslides: Lines

[By Desmos](#) | 45-60 minutes | Development Distance Learning - ... Functions Linear Functions

In this delightful and challenging activity, students will transform lines so that the marbles go through the stars. Students will test their ideas by launching the marbles and will have a chance to revise before trying the next challenge.

+ ⋮



### Match My Parabola

[By Desmos](#) | 45-60 minutes | Practice Distance Learning - ... Distance Learning - ... Quadratic Functions Transforming Functi...

In this activity, students work through a series of scaffolded quadratic graphing challenges to develop their proficiency with standard, vertex, factored, and other quadratic function forms.

+ ⋮



### Marbleslides: Parabolas

[By Desmos](#) | 45-60 minutes | Development Distance Learning - ... Quadratic Functions Transforming Functi...

In this delightful and challenging activity, students will transform parabolas so that the marbles go through the stars. Students will test their ideas by launching the marbles and will have a chance to revise before trying the next challenge.

+ ⋮

# Teacher Desmos: a useful tool ...

desmos



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By Desmos 6 Activities

These activities offer starter screens that you can co



### Modeling

By Desmos 6 Activities

These activities are designed for students who have worked with linear, quadratic, and exponential functions, and who are ready to use these function types to represent real-world phenomena.



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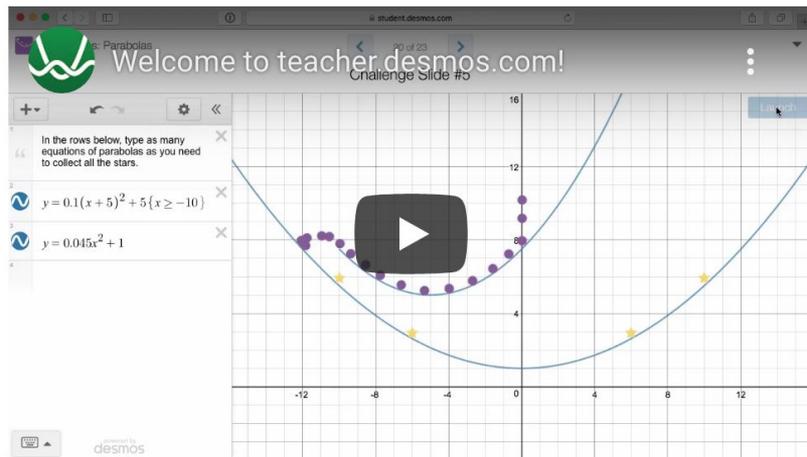
...e divided here by their different purposes.

<https://teacher.desmos.com>

## Learn Desmos: Classroom Activities

At Desmos, our mission is to help every student learn math and love learning math. With that in mind, we've assembled a collection of unique and engaging digital activities. And best of all? Everything you see at [teacher.desmos.com](https://teacher.desmos.com) is free. Get started with the video on the right, then dive deeper with the resources below.

Tips for Getting Started



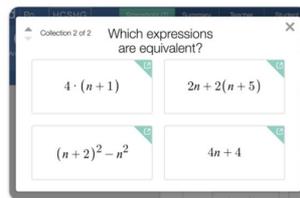
# Teacher Desmos: a useful tool ...

## Next Steps



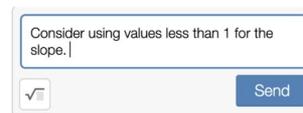
### Facilitate Class Conversations

Learn how to facilitate Desmos activities like a pro with our [Classroom Conversation](#) features—Anonymize, Teacher Pacing, and Pause Class.



### Select and Sequence Student Work

The Desmos teacher dashboard collects a *lot* of student ideas. Use our [Snapshots](#) tool to select and sequence those ideas as you orchestrate class discussions around student thinking.



### Send Feedback to Students

Leave [Written Feedback](#) on any student screen. Students will see your comment and develop their mathematical ideas further.



### Manage Your Classes

[Create classes](#) to assign activities to the same group of students throughout a school term.



### Add Co-teachers

[Co-teaching](#) is easy in Desmos when you and your co-teacher are both near the same computer. But when you're far from each other, you can *still* collaborate.



### Create Custom Activities

Create your own Desmos-powered activities with our custom [Activity Builder](#). Learn the ropes with our collection of video tutorials and editable sample activities.

# LE FORZE

Percorso didattico per la classe  
seconda della scuola secondaria di  
primo grado

## EXPLORING FORCE CONCEPT THROUGH A LEARNING PROJECT USING DESMOS



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### Abstract

Teachers have been asked to integrate new technologies with didactic education as it happened during COVID-19 times; this has been a real opportunity to review disciplinary and methodological approaches and to enhance features that usually traditional teaching does not use. The learning and the epistemological constructions are promoted also by the use of

UNIVERSITÀ DEGLI STUDI DI TRIESTE

DIPARTIMENTO DI FISICA

Corso di Laurea Triennale in Fisica

## Sviluppo di un percorso didattico innovativo sul concetto newtoniano di forza

Laureanda:

**Elisabetta GIACHIN**

Relatore:

**Prof. Francesco LONGO**

Correlatrice:

**Prof.ssa Valentina  
BOLOGNA**

ANNO ACCADEMICO 2019/2020

<https://ijet.itd.cnr.it/article/view/1190>

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2FZXEN](https://student.amplify.com/join/2FZXEN)



# LE FORZE

Percorso didattico per la classe  
seconda della scuola secondaria di  
primo grado

<b>1</b> Libri appoggiati su un ban... Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>2</b> Un bicchiere che si rompe ... Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>3</b> Un orologio. Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>4</b> Un bambino che calcia il p... Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>5</b> Un termometro. Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so
<b>6</b> Una bomba che esplose. Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>7</b> Una piramide costruita con... Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>8</b> Una lampadina spenta e p... Ci sono delle forze?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>9</b> Trascina le immagini sotto ... 	<b>10</b> Guarda il video di Alex... Cosa avete visto?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so
<b>11</b> La forza è una <b>INTERAZIONE</b> tra due sistemi. 1. Com'erano prima che si spingessero? E dopo? Perché si...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>12</b> Quello che hai appena vis... Nelle successive immagini, fai attenzione se è presente un'interazione tra gli sistemi.  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>13</b> Trascina le immagini sott... 	<b>14</b> Come possiamo rappres... Per rappresentare l'interazione tra due o più...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>15</b> Come possiamo rapp... Disegna una forza  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so
<b>16</b> Guarda il video e rappres...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>17</b> Osserva l'immagine e risp... Applico una forza al carrello. Cosa succede?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>18</b> Osserva l'immagine e risp...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>19</b> Guarda il video e rappres...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>20</b> Vediamo perché entra...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so
<b>21</b> Che cos'è l'accelerazi... Guarda il video e riflett... Che significato...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>22</b> Che relazione c'è tra la fo... Osserva l'immagine. Come sarà l'accelerazione...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>23</b> Supponiamo di aver misu... Riporta nel grafico i valori misurati in...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>24</b> Osserva il grafico e comp...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>25</b> Quale grafico rappresent...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so
<b>26</b> Osserva il grafico. Che tip...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>27</b> In linguaggio matematico... Ora prova tu a scrivere in linguaggio $f(x)$  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>28</b> Che cos'è 'k'? Hai trovato la relazione $F = ka$ . $F = ka$ Che cos'è 'k'?  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>29</b> Osserva l'immagine. $F = m \cdot a$ $m = 2 \text{ kg}$ $a = 3 \text{ m/s}^2$ Il valore numerico rappresenta una grandezza fisica.  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>30</b> Ora prova tu a esprimere... $F = m \cdot a$ $m = 2 \text{ kg}$ $a = 3 \text{ m/s}^2$ Tieni in considerazione che la unità di $f(x)$  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so
<b>31</b> Trova i valori mancanti.  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>32</b> Fai corrispondere ogni ta... 	<b>33</b> Osserva l'immagine, rapp... Luca tira un pugno ad un sacco da box di 50 chilogrammi. $f(x)$  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	<b>34</b> Osserva l'immagine e inv...  <input type="checkbox"/> Sì <input type="checkbox"/> No <input type="checkbox"/> Non so	



Libri appoggiati su un banco di scuola.



Ci sono delle forze?

SI

NO

Un bicchiere che si rompe per effetto del suono.



Ci sono delle forze?

SI

NO

Un bambino che calcia il pallone.

Ci sono delle forze?

SI

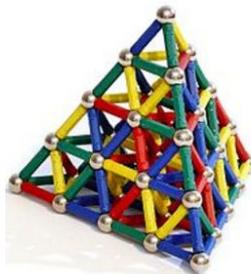
NO



Una piramide costruita con dei magneti.

Ci sono delle forze?

SI



Una bomba che esplode.

Ci sono delle forze?

SI

NO

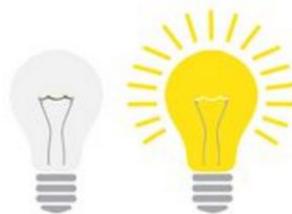


Una lampadina spenta e poi accesa.

Ci sono delle forze?

SI

NO



Un termometro.

Ci sono delle forze?

SI

NO



Un orologio.

Ci sono delle forze?

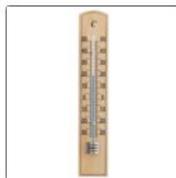
SI



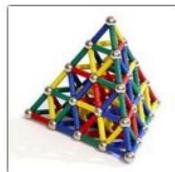
Try to understand which are the prior/intuitive students' knowledge: What is a force?

Trascina le immagini sotto al cartellino corretto.

Esempi di NON Forza



Esempi di Forza





Guarda il video di Alexander e Pedro, due astronauti nello spazio, e rispondi.



Cosa avete visto?



Condividi con la classe



1. Com'erano prima che si spingessero? E dopo? Perché si sono mossi?

2. Cos'è cambiato dopo la spinta? Ha cambiato posizione solo uno dei due o si sono spostati entrambi?



Condividi con la classe

Quello che hai appena visto è un esempio di interazione.

La forza è una  
**INTERAZIONE**  
tra due sistemi

Nelle successive immagini,

fai attenzione se è presente un'interazione tra due sistemi.

Trascina le immagini sotto al cartellino corretto.



Esempi di interazione

Esempi di NON  
interazione

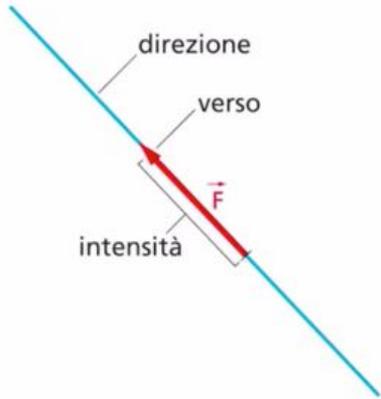


The same images  
but another request:  
not forces but  
interactions

Come possiamo rappresentare la forza?

Per rappresentare l'interazione tra due o più oggetti, scegliamo di utilizzare una FRECCIA.

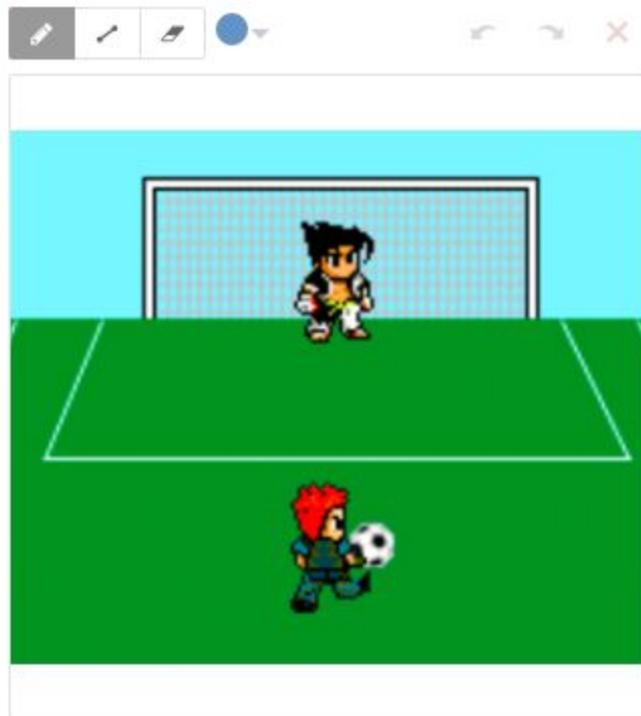
Osserva l'immagine. Che cosa caratterizza la freccia?

  
 [Condividi con la classe](#)

Come possiamo rappresentare la forza?



Guarda il video e rappresenta con una freccia la forza applicata sul pallone.



Osserva l'immagine e rispondi.



Applico una forza al carrello. Cosa succede?

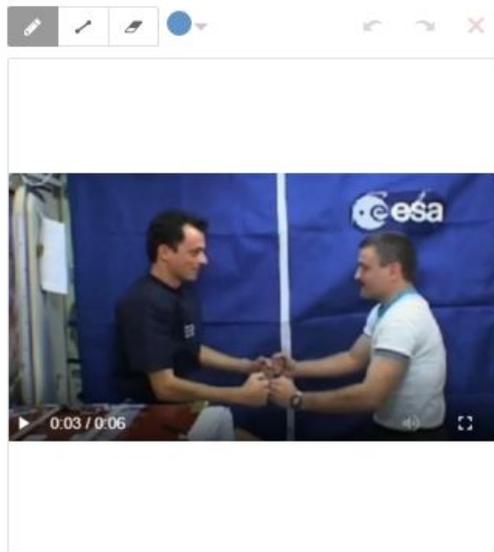
- Il carrello si sposta verso destra.
- Il carrello rimane fermo.
- Il carrello si sposta verso sinistra.

Osserva l'immagine e rispondi.



- Le due squadre esercitano due forze uguali e contrarie.
- La squadra di destra esercita una forza maggiore.
- La squadra di sinistra esercita una forza minore.

Guarda il video e rappresenta con due frecce di colore diverso le due forze esercitate da Alexander e Pedro.



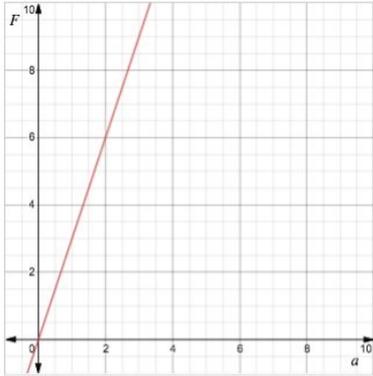
Vediamo perchè entrambi si muovono.



Applying now to understand better what means interaction: knowledge pieces useful

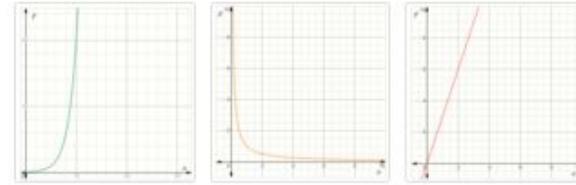


Osserva il grafico e completa la tabella.

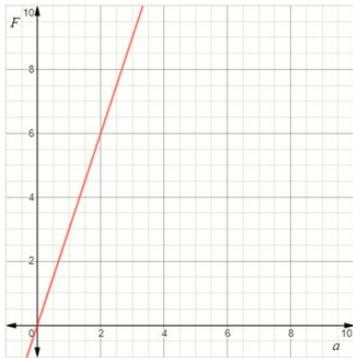


a (m/s <sup>2</sup> )	F(N)
0	
1	
	6
3	

Quale grafico rappresenta meglio la relazione tra forza e accelerazione?

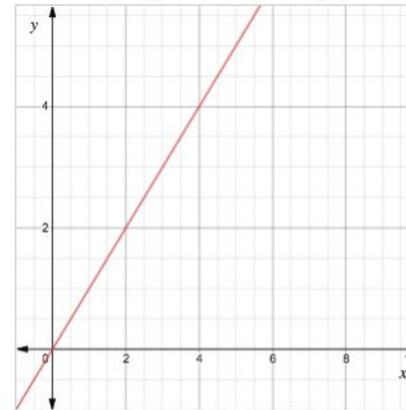


Osserva il grafico. Che tipo di proporzionalità c'è tra forza e accelerazione?



- Proporzionalità diretta (aumenta l'accelerazione, aumenta la forza)
- Proporzionalità inversa (aumenta l'accelerazione, diminuisce la forza)

In linguaggio matematico la proporzionalità diretta si esprime con la relazione  $y=kx$



Ora prova tu a scrivere in linguaggio matematico la relazione che c'è tra la forza e l'accelerazione.

Condividi con la classe



Osserva l'immagine, rappresenta le forze e rispondi.



Luca tira un pugno ad un sacco da box di 50 chilogrammi. Sapendo che il sacco si sposta con un'accelerazione di  $5 \text{ m/s}^2$ , che forza dovrà applicare Luca per farlo muovere?

Condividi con la classe

Osserva l'immagine e inventa il testo del problema.



Condividi con la classe