

# How to flip your class online and improve learning



**EDULEARN20**  
Connecting Technology with Education  
July 6, 2020



# How to flip your class online and improve learning



**@eric\_mazur**

**EDULEARN20**

**Connecting Technology with Education**  
**July 6, 2020**





















A surrealist painting of a face, possibly by Francis Bacon, featuring multiple eyes and a hand. The face is rendered in a distorted, layered manner with various shades of blue, green, and yellow. The eyes are prominent, with some appearing as if they are looking out from different planes. A hand is visible on the right side of the face. The background is a mix of vertical and horizontal lines in muted colors. Overlaid on the center of the painting is the text "an illusion..." in a bold, red, serif font.

**an illusion. . .**

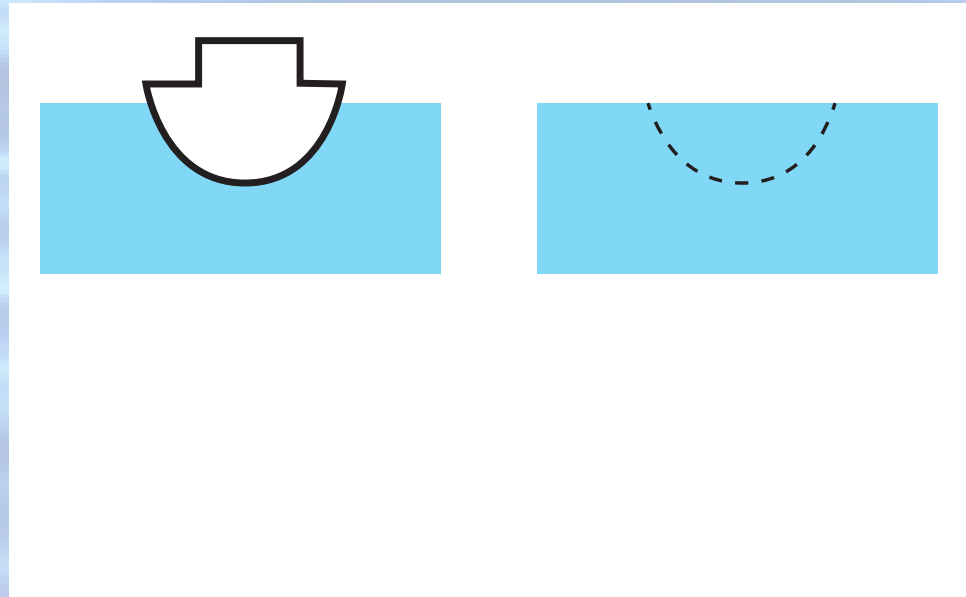


# **Archimedes Principle**

**An object submerged either fully or partially in a fluid experiences an upward buoyant force the magnitude of which is equal to the magnitude of the force of gravity exerted on the fluid displaced by the object.**

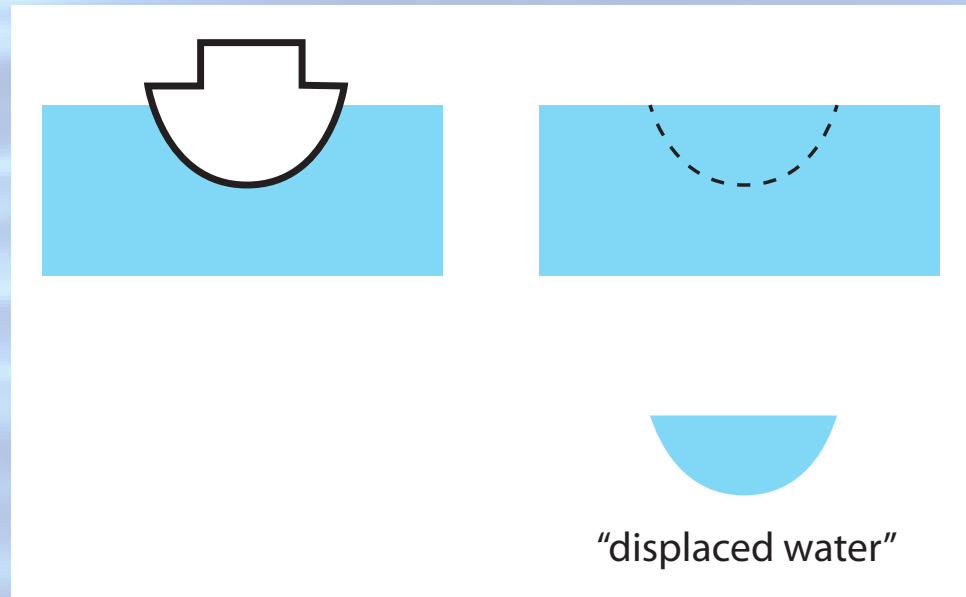


**An object submerged either fully or partially in a fluid experiences an upward buoyant force the magnitude of which is equal to the magnitude of the force of gravity exerted on the fluid displaced by the object.**



**The volume of displaced fluid is equal to the volume of the submerged portion of the object.**

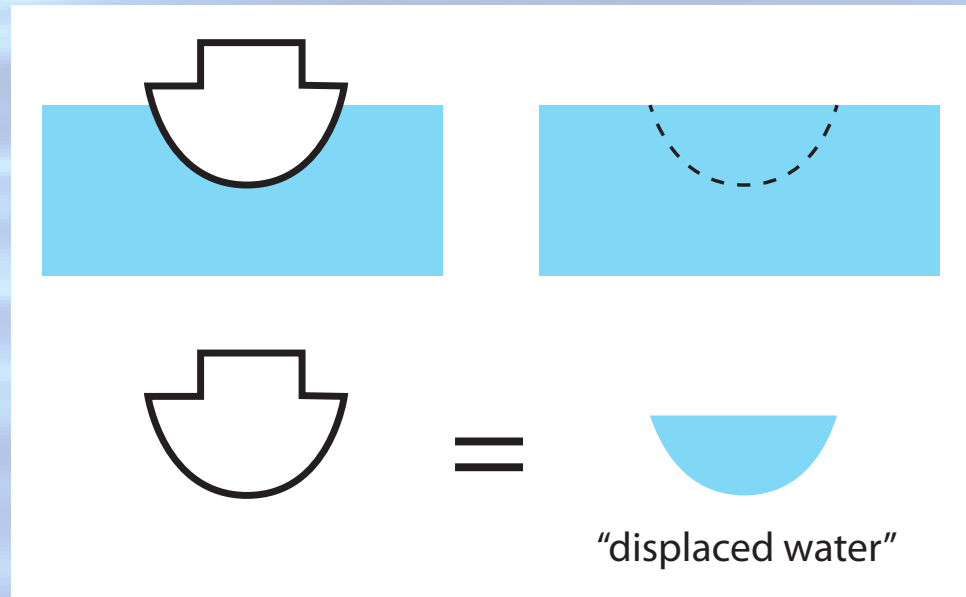
**An object submerged either fully or partially in a fluid experiences an upward buoyant force the magnitude of which is equal to the magnitude of the force of gravity exerted on the fluid displaced by the object.**



**The volume of displaced fluid is equal to the volume of the submerged portion of the object.**

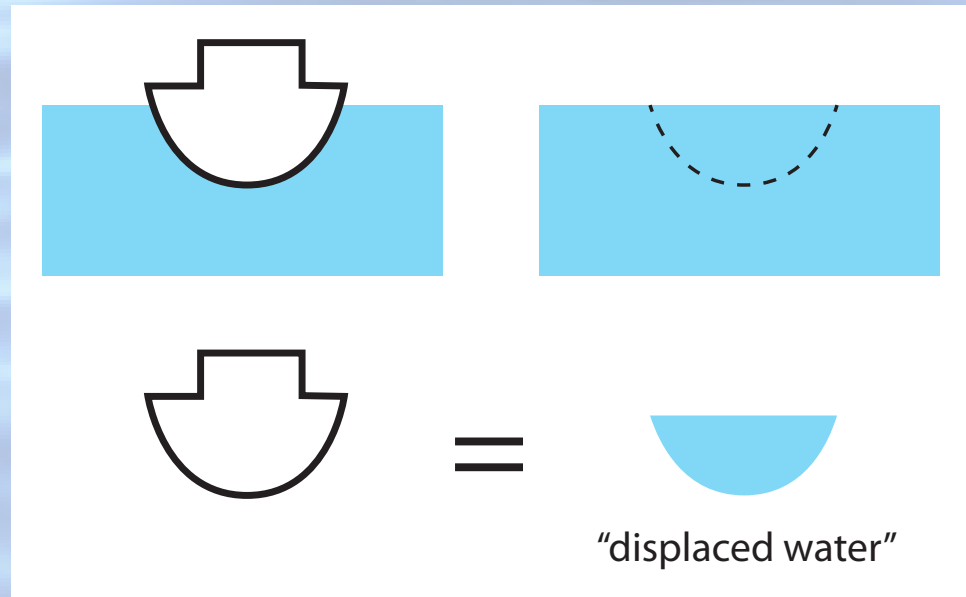


**An object submerged either fully or partially in a fluid experiences an upward buoyant force the magnitude of which is equal to the magnitude of the force of gravity exerted on the fluid displaced by the object.**



**The volume of displaced fluid is equal to the volume of the submerged portion of the object.**

**An object submerged either fully or partially in a fluid experiences an upward buoyant force the magnitude of which is equal to the magnitude of the force of gravity exerted on the fluid displaced by the object.**



**The volume of displaced fluid is equal to the volume of the submerged portion of the object.**

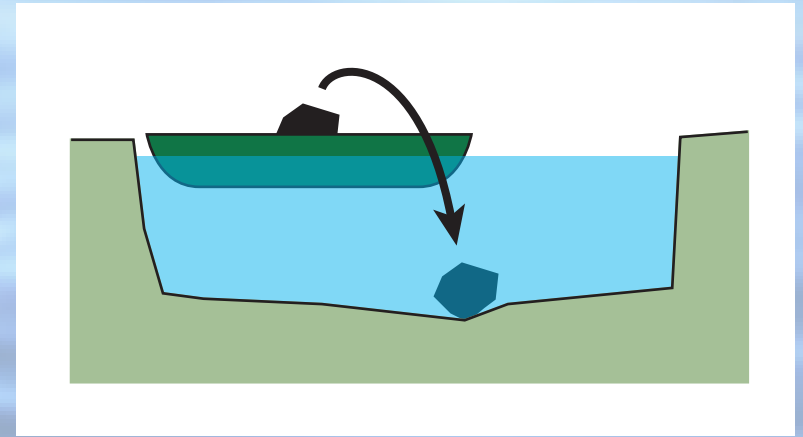
**1. Go to: <http://bit.ly/EDULEARN20>**

**2. Enter info**

**3. Join Session ID: 40796710**



A boat carrying a large boulder is floating on a small pond. The boulder is thrown overboard and sinks to the bottom of the pond.

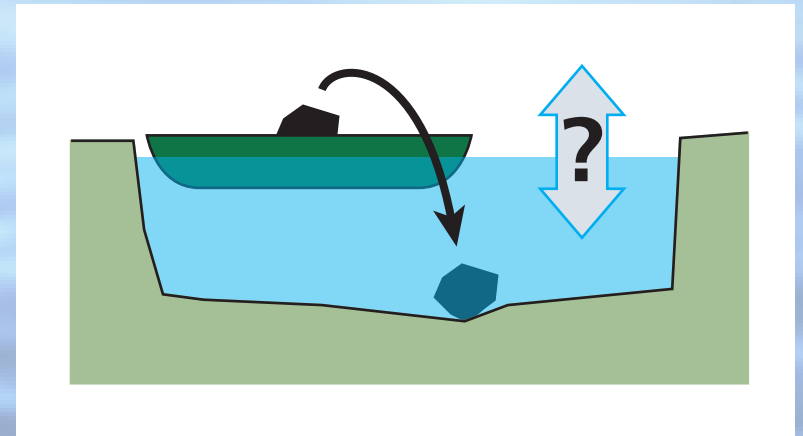


**1** [bit.ly/EDULEARN20](https://bit.ly/EDULEARN20)

**2** enter info

**3** join 40796710

A boat carrying a large boulder is floating on a small pond. The boulder is thrown overboard and sinks to the bottom of the pond.



After the boulder sinks to the bottom of the pond, the level of the water in the pond is

1. higher than
2. the same as
3. lower than

it was when the boulder was in the boat.

A boat carrying a large boulder is floating on a small pond. The boulder is thrown overboard and sinks to the bottom of the pond.



After the boulder sinks to the bottom of the pond, the level of the water in the pond is

1. higher than
2. the same as
3. lower than

it was when the boulder was in the boat.



**Before I tell you the answer, let's analyze what happened.**

**You...**

**Before I tell you the answer, let's analyze what happened.**

**You...**

**1. made a commitment**

**Before I tell you the answer, let's analyze what happened.**

**You...**

- 1. made a commitment**
- 2. externalized your answer**



**Before I tell you the answer, let's analyze what happened.**

**You...**

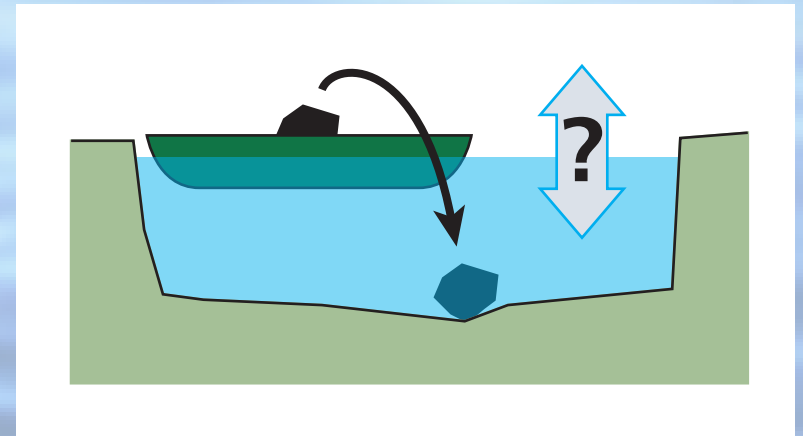
- 1. made a commitment**
- 2. externalized your answer**
- 3. moved from the answer/fact to reasoning**

**Before I tell you the answer, let's analyze what happened.**

**You...**

- 1. made a commitment**
- 2. externalized your answer**
- 3. moved from the answer/fact to reasoning**
- 4. became emotionally invested in the learning process**

A boat carrying a large boulder is floating on a small pond. The boulder is thrown overboard and sinks to the bottom of the pond.



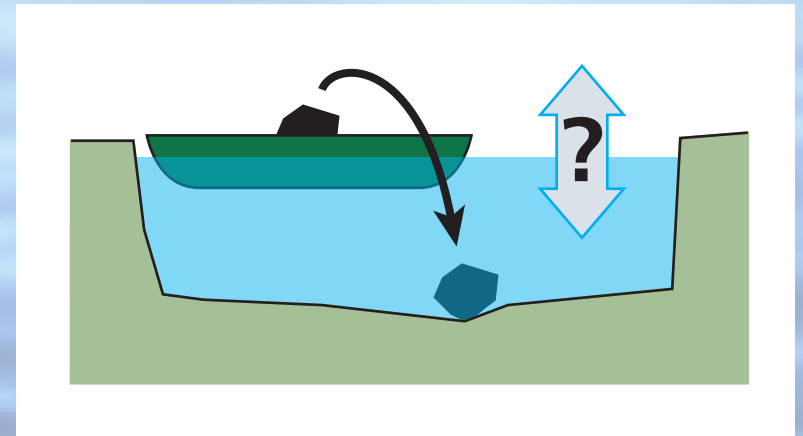
After the boulder sinks to the bottom of the pond, the level of the water in the pond is

1. higher than
2. the same as
3. lower than

it was when the boulder was in the boat.



A boat carrying a large boulder is floating on a small pond. The boulder is thrown overboard and sinks to the bottom of the pond.

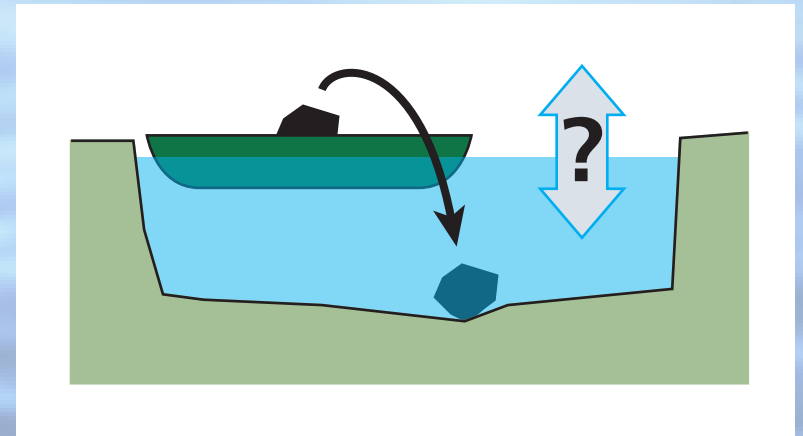


After the boulder sinks to the bottom of the pond, the level of the water in the pond is

1. higher than
2. the same as
3. lower than

it was when the boulder was in the boat.

A boat carrying a large boulder is floating on a small pond. The boulder is thrown overboard and sinks to the bottom of the pond.

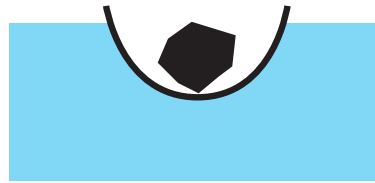


After the boulder sinks to the bottom of the pond, the level of the water in the pond is

1. higher than
2. the same as
3. lower than ✓

it was when the boulder was in the boat.

**remember: amount of displaced water**

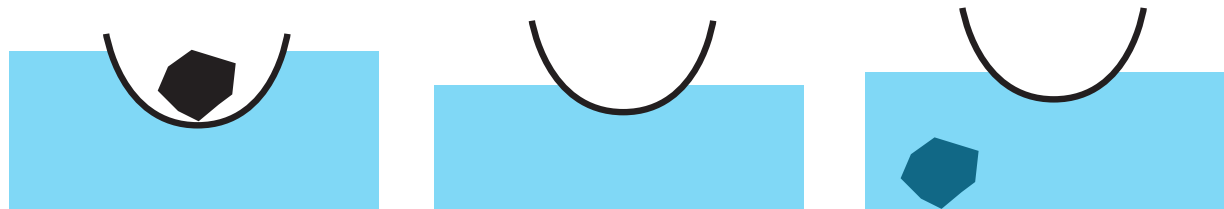




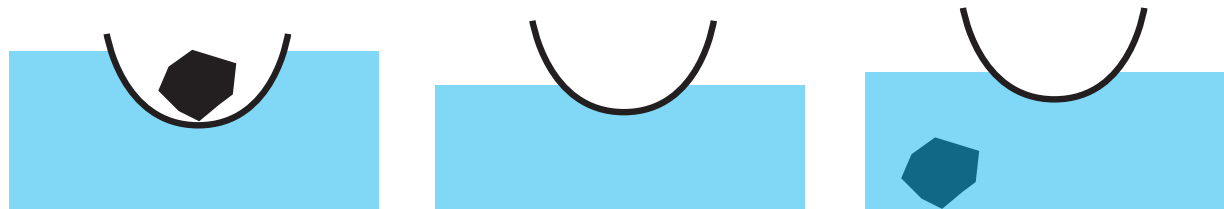
**remember: amount of displaced water**



**remember: amount of displaced water**



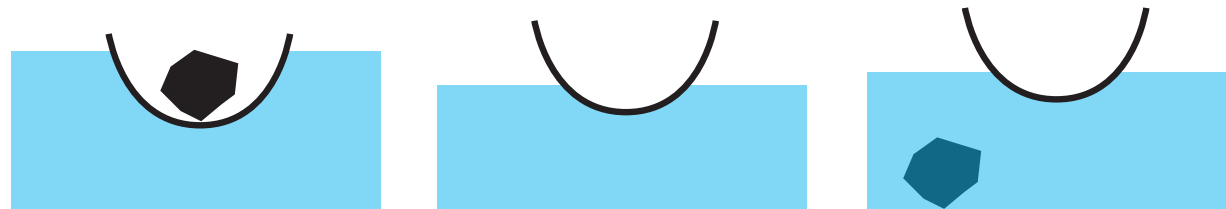
**remember: amount of displaced water**



displaced  
water

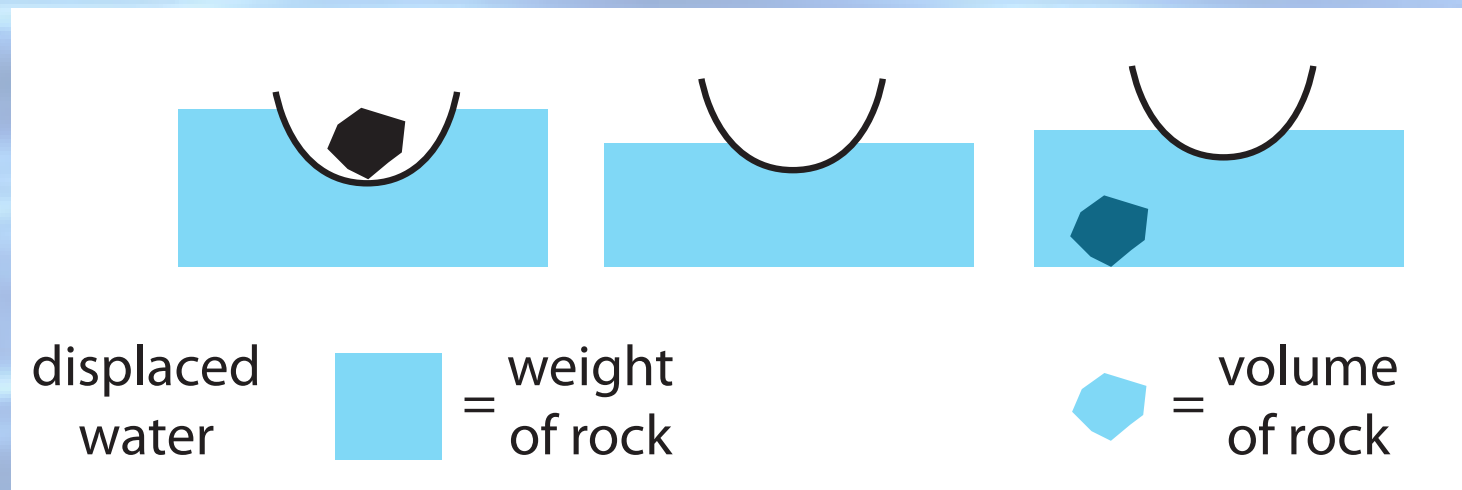


**remember: amount of displaced water**



displaced  
water       = weight  
   of rock

**remember: amount of displaced water**



remember: amount of displaced water



## **points worth noting**

- **my “clear” lecture wasn’t very good**
- **discussion promoted “aha” moments**





**information  
transfer**

**sense-making**



**in class**

**information  
transfer**

**sense-making**

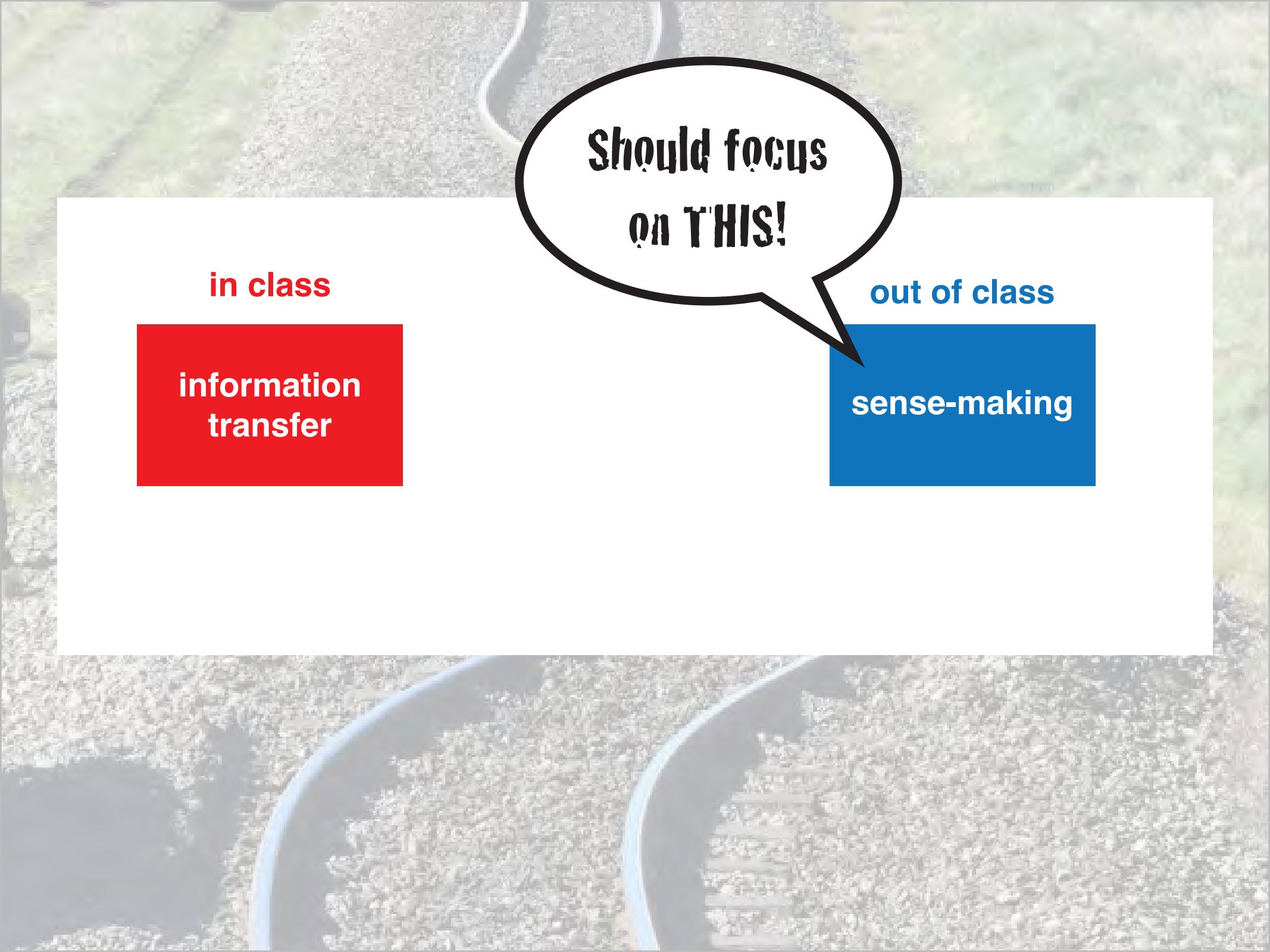


**in class**

**information  
transfer**

**out of class**

**sense-making**



**Should focus  
on THIS!**

**in class**

**information  
transfer**

**out of class**

**sense-making**





**out of class**

**information  
transfer**

**in class**

**sense-making**

**out of class**

**information  
transfer**

**in class**

**sense-making**

Peer Instruction

**question**

**question**



**think**

**question**



**think**



**poll**



**question**



**think**



**poll**



**discuss**

**question**



**think**



**poll**



**discuss**



**repoll**

**question**



**think**



**poll**



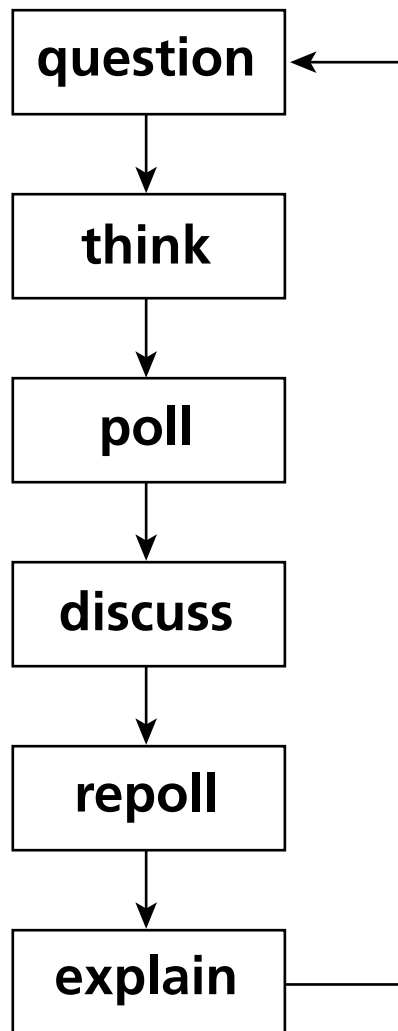
**discuss**

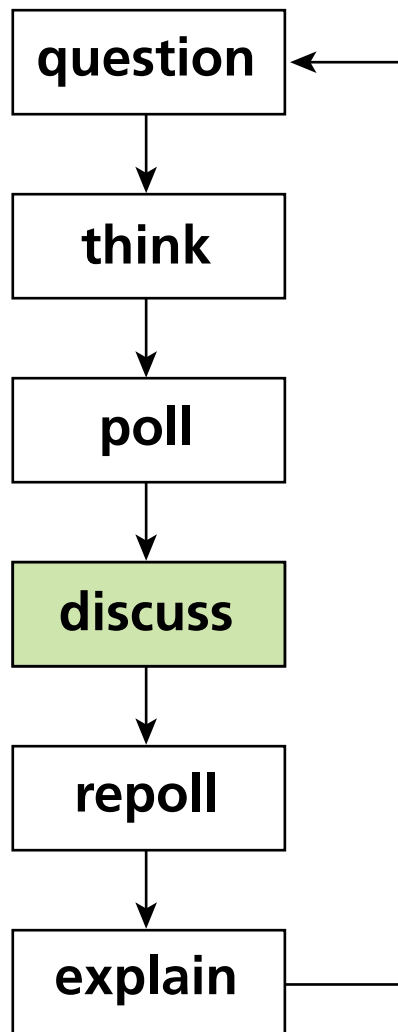


**repoll**



**explain**

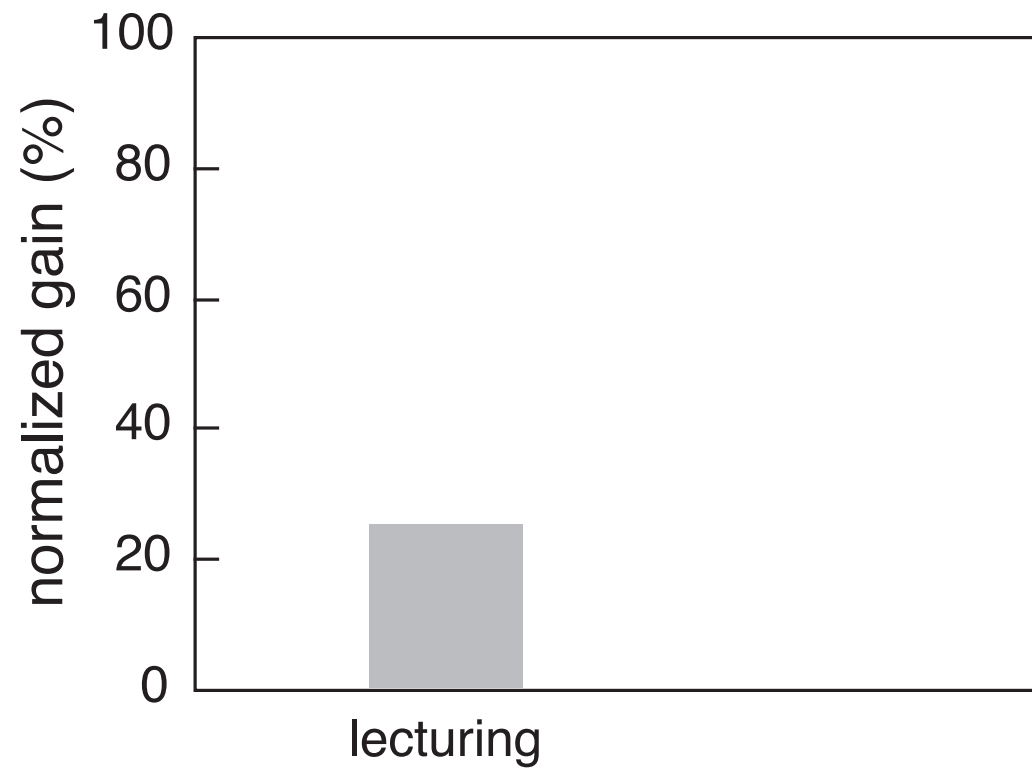


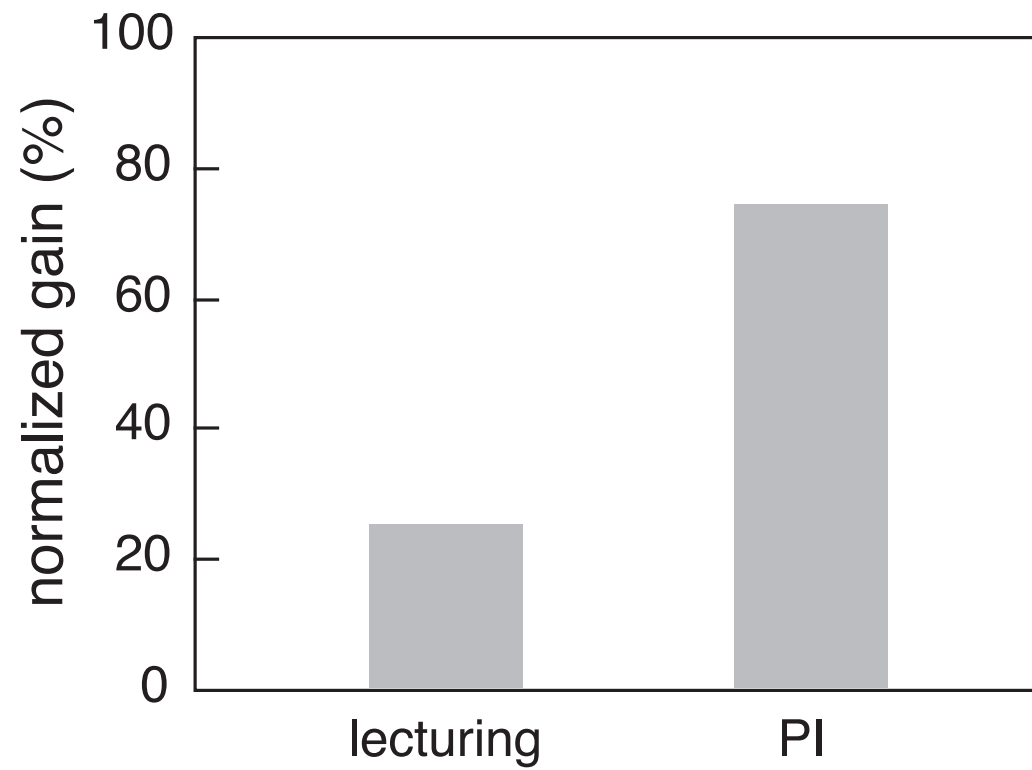




**Higher learning gains**

INSTRUCTION







**Higher learning gains**

**Better retention**

**INSTRUCTION**

**You are a triage nurse in a pediatric urgent care clinic and the following patients are waiting:**



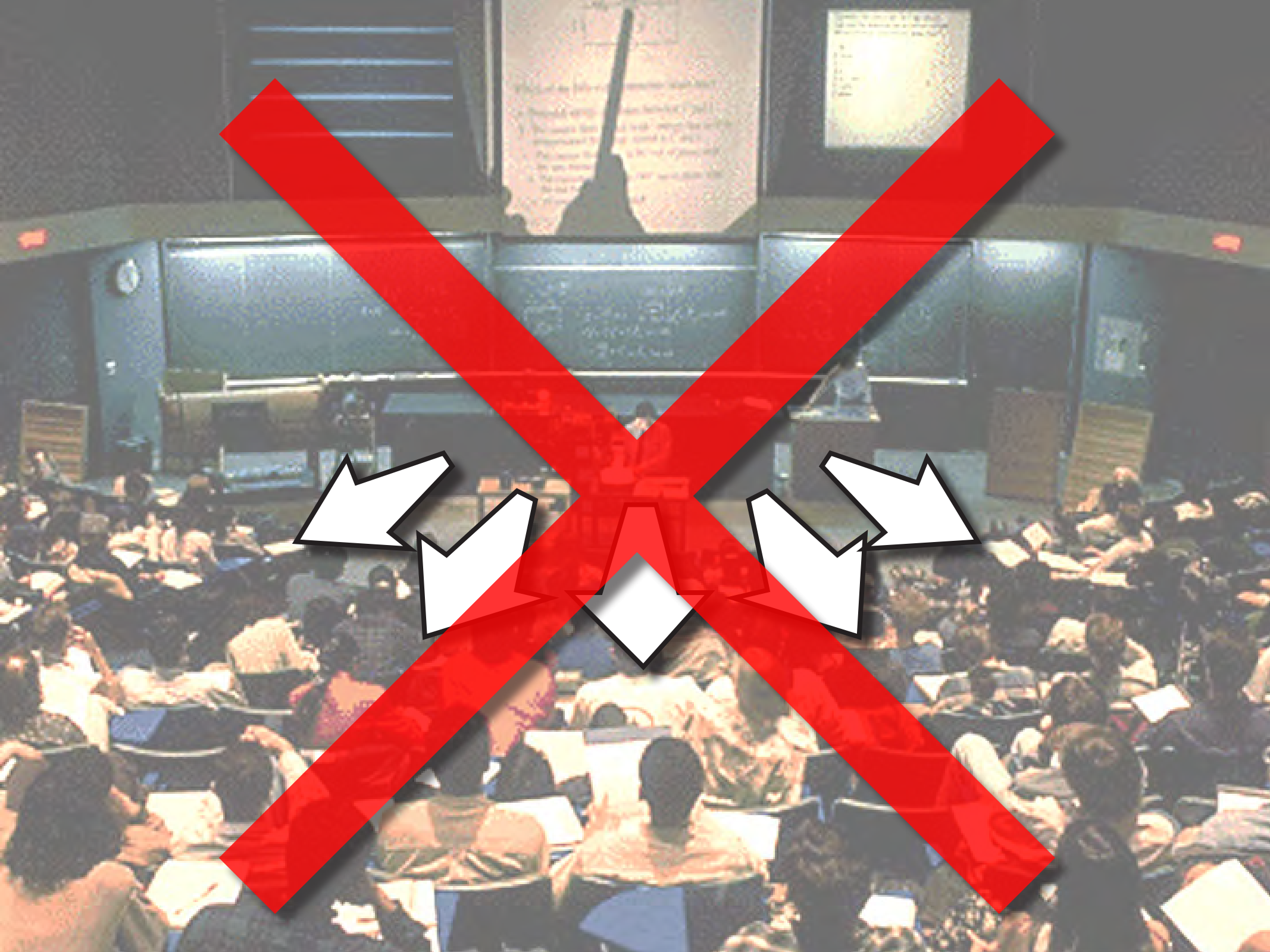
**You are a triage nurse in a pediatric urgent care clinic and the following patients are waiting:**

- 1. 3-yr old F with a FUO and  $T = 40^{\circ}\text{C}$  who is riding a tricycle in the waiting room**
- 2. 6-wk old term M, cc: fussy breast,  $T = 38.6^{\circ}\text{C}$**
- 3. 14-yr old M with hx of epilepsy who had a seizure at home lasting 5 minutes about half hour ago**

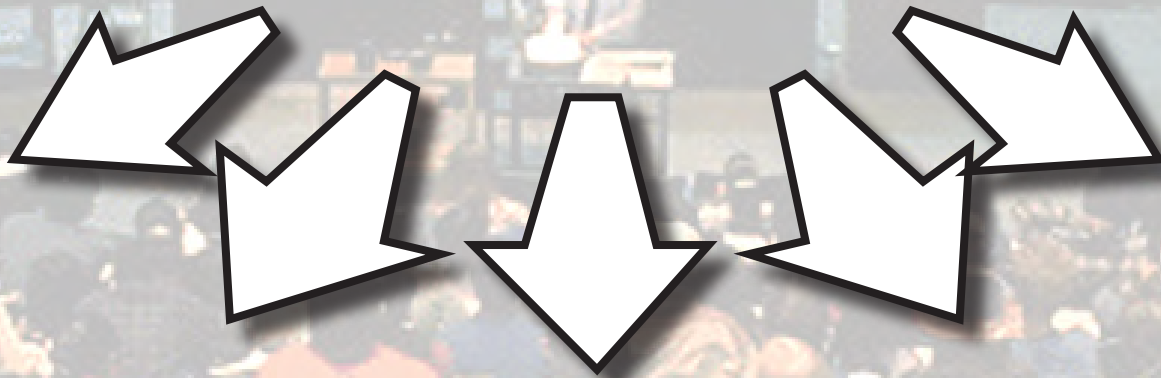
**You are a triage nurse in a pediatric urgent care clinic and the following patients are waiting:**

- 1. 3-yr old F with a FUO and  $T = 40^{\circ}\text{C}$  who is riding a tricycle in the waiting room**
- 2. 6-wk old term M, cc: fussy breast,  $T = 38.6^{\circ}\text{C}$**
- 3. 14-yr old M with hx of epilepsy who had a seizure at home lasting 5 minutes about half hour ago**

**Whom would you triage first?**



**how to effectively transfer information outside classroom?**





**Solution**

**turn out-of-class component  
also into a social interaction!**



## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this stopping may happen sooner or it may happen later. If the two surfaces in contact are very smooth and slippery, the block slides for a longer time interval than if the surfaces are rough. This is particularly obvious in a daily experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The slowing down is due to *friction*—the resistance to motion that one surface or object encounters when moving over another. Notice that, during the interval covered by the velocity-versus-time graph, the velocity decreases as the block slides over ice; it is hardly observable as the block slides over a smooth surface. The block slides easily over ice because there is very little friction between the two surfaces. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

Figure 4.1 Velocity-versus-time graph for a wooden block sliding on three different surfaces. The rougher the surface, the more quickly the velocity decreases.



Figure 4.2 Low-friction track and carts used in the experiments described in this chapter.



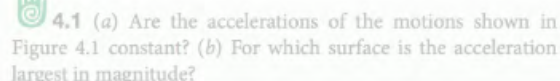
You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction surface—like a smooth surface of water. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. Alternatively, one can use wheeled carts with low-friction bearings on an ordinary track. Figure 4.2 shows low-friction carts you may have encountered in your lab or class. Although there is still some friction both for low-friction tracks and for the track shown in Figure 4.2, this friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

**In the absence of friction, objects moving along a horizontal track keep moving without slowing down.**

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



**4.1** (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?



# log in through social network





## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this stopping may happen sooner or it may happen later. If the two surfaces in contact are very smooth and slippery, the block slides for a longer time interval than if the surfaces are rough or sticky. This you know from everyday experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The slowing down is due to *friction*—the resistance to motion that one surface or object encounters when moving over another. Notice that, during the interval covered by the velocity-versus-time graph, the velocity decreases as the block slides over ice; it is hardly observable as the block slides over a smooth surface. The block slides easily over ice because there is very little friction between the two surfaces. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

**Figure 4.1** Velocity-versus-time graph for a wooden block sliding on three different surfaces. The rougher the surface, the more quickly the velocity decreases.



**Figure 4.2** Low-friction track and carts used in the experiments described in this chapter.



You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction track—a track whose surface is dotted with little holes through which pressurized air blows. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. Alternatively, one can use wheeled carts with low-friction bearings on an ordinary track. Figure 4.2 shows low-friction carts you may have encountered in your lab or class. Although there is still some friction both for low-friction tracks and for the track shown in Figure 4.2, this friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

**In the absence of friction, objects moving along a horizontal track keep moving without slowing down.**

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



**4.1** (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?

## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this could happen over a very short time interval. If the surfaces are not too smooth, the block slides for a longer time interval than if the surfaces are rough or sticky. This you know from everyday experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The slowing down is due to *friction*—the resistance to motion that one surface or object encounters when moving over another. Notice that, during the interval covered by the velocity-versus-time graph, the velocity decreases as the block slides over ice; it hardly decreases as the block slides over a smooth surface; and it decreases rapidly as the block slides over a rough surface. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

Figure 4.1 Velocity-versus-time graph for a wooden block sliding on three different surfaces. The rougher the surface, the more quickly the velocity decreases.



Figure 4.2 Low-friction track and carts used in the experiments described in this chapter.



You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction track—a track whose surface is dotted with little holes through which pressurized air blows. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. Alternatively, one can use wheeled carts with low-friction bearings on an ordinary track. Figure 4.2 shows low-friction carts you may have encountered in your lab or class. Although there is still some friction both for low-friction tracks and for the track shown in Figure 4.2, this friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

In the absence of friction, objects moving along a horizontal track keep moving without slowing down.

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



4.1 (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?



## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this stopping may happen sooner or it may happen later. If the two surfaces in contact are very smooth and slippery, the block slides for a longer time interval than if the surfaces are rough or sticky. This you know from everyday experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The slowing down is due to *friction*—the force that opposes the motion of an object encountered during the interaction. In a velocity-versus-time graph, the velocity decreases as the block slides over ice is hardly observable. The block slides easily over ice because there is very little friction between the two surfaces. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

**Figure 4.1** Velocity-versus-time graph for a wooden block sliding on three different surfaces. The rougher the surface, the more quickly the velocity decreases.



**Figure 4.2** Low-friction track and carts used in the experiments described in this chapter.



You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction track—a track whose surface is dotted with little holes through which pressurized air blows. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. Alternatively, one can use wheeled carts with low-friction bearings on an ordinary track. Figure 4.2 shows the track and carts used in the experiments described in this chapter. In your book, you will find a photograph of the track and carts used in the experiments described in Figure 4.2, and a photograph of the track and carts used in the experiments described in this chapter. This friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

**In the absence of friction, objects moving along a horizontal track keep moving without slowing down.**

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



**4.1** (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?

## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this stopping may happen sooner or it may happen later. If the two surfaces in contact are very smooth and slippery, the block slides for a longer time interval than if the surfaces are rough or sticky. This you know from everyday experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The rougher the surface, the more quickly the velocity decreases due to *friction*—the resistance to motion that one surface or object encounters when moving over another. Notice that, during the interval covered by the velocity-versus-time graph, the velocity decreases as the block slides over ice is hardly observable. The block slides easily over ice because there is very little friction between the two surfaces. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

Figure 4.1 Velocity-versus-time graph for a wooden block sliding on three different surfaces. The rougher the surface, the more quickly the velocity decreases.



Figure 4.2 Low-friction track and carts used in the experiments described in this chapter.



You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction track—a track whose surface is dotted with little holes through which pressurized air blows. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. The low-friction track and carts shown in Figure 4.2 shows low-friction carts you may have encountered in your lab or class. Although there is still some friction both for low-friction tracks and for the track shown in Figure 4.2, this friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

In the absence of friction, objects moving along a horizontal track keep moving without slowing down.

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



4.1 (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?

...opens chat window



Enter your comment or question and press Enter



## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this stopping may happen sooner or it may happen later. If the two surfaces in contact are very smooth and slippery, the block slides for a longer time interval than if the surfaces are rough or sticky. This you know from everyday experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The slowing down is due to *friction*—the resistance to motion that one surface or object encounters when moving over another. Notice that, during the interval covered by the velocity-versus-time graph, the velocity decreases as the block slides over ice; it is hardly observable. The block slides easily over ice because there is very little friction between the two surfaces. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

Figure 4.1 Velocity-versus-time graph for a wooden block sliding on three different surfaces. The rougher the surface, the more quickly the velocity decreases.



Figure 4.2 Low-friction track and carts used in the experiments described in this chapter.



You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction track—a track whose surface is dotted with little holes through which pressurized air blows. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. Alternatively, one can use wheeled carts with low-friction bearings on an ordinary track. Figure 4.2 shows low-friction carts you may have encountered in your lab or class. Although there is still some friction both for low-friction tracks and for the track shown in Figure 4.2, this friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

**In the absence of friction, objects moving along a horizontal track keep moving without slowing down.**

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



4.1 (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?



## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this stopping may happen sooner or it may happen later. If the two surfaces in contact are very smooth and slippery, the block slides for a longer time interval than if the surfaces are rough or sticky. This you know from everyday experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The slowing down is due to *friction*—the resistance to motion that one surface or object encounters when moving over another. Notice that, during the interval covered by the velocity-versus-time graph, the velocity decreases as the block slides over ice; it is hardly observable. The block slides easily over ice because there is very little friction between the two surfaces. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

Figure 4.1 Velocity-versus-time graph for a wooden block sliding on three different surfaces. The rougher the surface, the more quickly the velocity decreases.



Figure 4.2 Low-friction track and carts used in the experiments described in this chapter.



You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction track—a track whose surface is dotted with little holes through which pressurized air blows. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. Alternatively, one can use wheeled carts with low-friction bearings on an ordinary track. Figure 4.2 shows low-friction carts you may have encountered in your lab or class. Although there is still some friction both for low-friction tracks and for the track shown in Figure 4.2, this friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

**In the absence of friction, objects moving along a horizontal track keep moving without slowing down.**

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



**4.1** (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?

No friction at all seems impossible. Isn't there always some friction in any real case.

## 76 CHAPTER 4 MOMENTUM

In the preceding two chapters, we developed a mathematical framework for describing motion along a straight line. In this chapter, we continue our study of motion by investigating inertia, a property of objects that affects their motion. The experiments we carry out in studying inertia lead us to discover one of the most fundamental laws in physics—conservation of momentum.

## 4.1 Friction

Picture a block of wood sitting motionless on a smooth wooden surface. If you give the block a shove, it slides some distance but eventually comes to rest. Depending on the smoothness of the block and the smoothness of the wooden surface, this stopping may happen sooner or it may happen later. If the two surfaces in contact are very smooth and slippery, the block slides for a longer time interval than if the surfaces are rough or sticky. This you know from everyday experience: A hockey puck slides easily on ice but not on a rough road.

Figure 4.1 shows how the velocity of a wooden block decreases on three different surfaces. The slowing down is due to *friction*—the resistance to motion that one surface or object encounters when moving over another. Notice that, during the interval covered by the velocity-versus-time graph, the velocity decreases as the block slides over ice; it is hardly observable. The block slides easily over ice because there is very little friction between the two surfaces. The effect of friction is to bring two objects to rest with respect to each other—in this case the wooden block and the surface it is sliding on. The less friction there is, the longer it takes for the block to come to rest.

Figure 4.2 Low-friction track and carts used in the experiments described in this chapter.



You may wonder whether it is possible to make surfaces that have no friction at all, such that an object, once given a shove, continues to glide forever. There is no totally frictionless surface over which objects slide forever, but there are ways to minimize friction. You can, for instance, float an object on a cushion of air. This is most easily accomplished with a low-friction track—a track whose surface is dotted with little holes through which pressurized air blows. The air serves as a cushion on which a conveniently shaped object can float, with friction between the object and the track all but eliminated. Alternatively, one can use wheeled carts with low-friction bearings on an ordinary track. Figure 4.2 shows low-friction carts you may have encountered in your lab or class. Although there is still some friction both for low-friction tracks and for the track shown in Figure 4.2, this friction is so small that it can be ignored during an experiment. For example, if the track in Figure 4.2 is horizontal, carts move along its length without slowing down appreciably. In other words:

**In the absence of friction, objects moving along a horizontal track keep moving without slowing down.**

Another advantage of using such carts is that the track constrains the motion to being along a straight line. We can then use a high-speed camera to record the cart's position at various instants, and from that information determine its speed and acceleration.



**4.1** (a) Are the accelerations of the motions shown in Figure 4.1 constant? (b) For which surface is the acceleration largest in magnitude?

? No friction at all seems impossible. Isn't there always some friction in any real case.

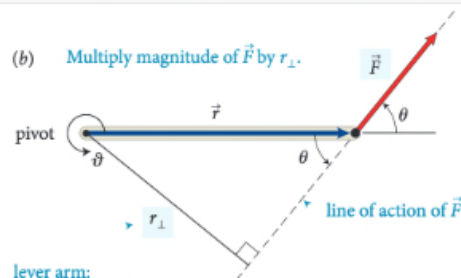
Nov 1 4:41 pm



Enter your comment or question and press Enter





(b) Multiply magnitude of  $\vec{F}$  by  $r_{\perp}$ .

lever arm:  
perpendicular distance  
from line of action of force to rotation axis (pivot)

action of the force and the axis of rotation. So, the torque caused by a force exerted on an object is the product of the magnitude of the force and its lever arm distance. It can be written equivalently as  $rF_{\perp}$  and as  $r_{\perp}F$ .

Like other rotational quantities, torque carries a sign that depends on the choice of direction for increasing  $\vartheta$ . In Figure 12.4, for example, the torque caused by  $\vec{F}_1$  about the pivot tends to rotate the rod in the direction of increasing  $\vartheta$  and so is positive; the torque caused by  $\vec{F}_2$  is negative. The sum of the two torques about the pivot is then  $r_1F_1 + (-r_2F_2)$ . As we've seen, the two torques are equal in magnitude when the rod is balanced, and so the sum of the torques is zero. When the sum of the torques is not zero, the rod's rotational acceleration is nonzero, and so its rotational velocity and angular momentum change.

In the situations depicted in Figures 12.4 and 12.5 we used the pivot to calculate the lever arm distances. This is a natural choice because that is the point about which the object under consideration is free to rotate. However, torques also play a role for stationary objects that are suspended or supported at several different points and that are not free to rotate—for example, a plank or bridge supported at either end. To determine what reference point to use in such cases, complete the following exercise.

### Exercise 12.1 Reference point

Consider again the rod in Figure 12.4. Calculate the sum of the torques about the left end of the rod.

**SOLUTION** I begin by making a sketch of the rod and the three forces exerted on it, showing their points of application on the rod (Figure 12.6).

reference point

The lever arm distances must now be determined relative to the left end of the rod. The lever arm distance of force  $\vec{F}_1$  to this point is zero, and so the torque caused by that force about the left end of the rod is zero. If I choose counterclockwise as the positive direction of rotation,  $\vec{F}_2$  causes a negative torque about the left end of the rod; the force  $\vec{F}_{pr}$  exerted by the pivot causes a positive torque about the left end of the rod. The lever arm distance of  $\vec{F}_2$  about the left end of the rod is  $r_1 + r_2$ ; that of  $\vec{F}_{pr}$  is  $r_1$ . Because the rod is at rest, the magnitude of the force exerted by the pivot is equal to the sum of the forces  $\vec{F}_1$  and  $\vec{F}_2$ . Taking into account the signs of the torques, we find that the sum of the torques about the left end of the rod is  $r_1(F_1 + F_2) - (r_1 + r_2)F_2 = r_1F_1 - r_2F_2$ . This is the same result we obtained for the torques about the pivot, and so the sum of the torques about the left end is zero. ✓

Exercise 12.1 shows that the sum of the torques about the left end of the rod is zero, just like the sum of the torques about the pivot. You can repeat the calculation for the torques about the right end of the rod or any other point, and each time you will find that the sum of the torques is zero. The reason is that the rod is not rotating about any point, and so the sum of the torques must be zero about any point. In general we can say:

**For a stationary object, the sum of the torques is zero.**

For a stationary object we can choose any reference point we like to calculate torques. It pays to choose a reference point that simplifies the calculation. As you have seen, we do not need to consider any force that is exerted at the reference point. So, by putting the reference point at the point of application of a force, we can eliminate that force from the calculation.

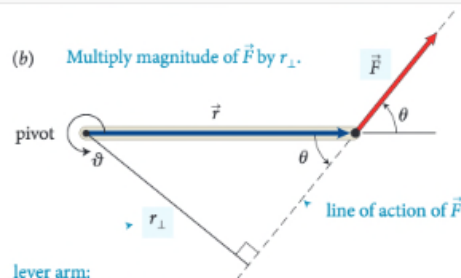


**12.2** In the situation depicted in Figure 12.2a, you must continue to exert a force on the seesaw to keep the child off the ground. The force you exert causes a torque on the seesaw, and yet the seesaw's rotational acceleration is zero. How can this be if torques cause objects to accelerate rotationally?

### Example 12.2 Torques on lever

Three forces are exerted on the lever of Figure 12.7. Forces  $\vec{F}_1$  and  $\vec{F}_3$  are equal in magnitude, and the magnitude of  $\vec{F}_2$  is half as great. Force  $\vec{F}_1$  is horizontal,  $\vec{F}_2$  and  $\vec{F}_3$  are vertical, and the lever makes an angle of  $45^\circ$  with the horizontal. Do these forces cause the lever to rotate about the pivot? If so, in which direction?

(b) Multiply magnitude of  $\vec{F}$  by  $r_{\perp}$ .



lever arm:  
perpendicular distance  
from line of action of force to rotation axis (pivot)

action of the force and the axis of rotation. So, the torque caused by a force exerted on an object is the product of the magnitude of the force and its lever arm distance. It can be

reference point

The lever arm distances must now be determined relative to the left end of the rod. The lever arm distance of force  $\vec{F}_1$  to this point is zero, and so the torque caused by that force about the left end of the rod is zero. If I choose counterclockwise as the positive direction of rotation,  $\vec{F}_2$  causes a negative torque about the left end of the rod; the force  $\vec{F}_{pr}$  exerted by the pivot causes a positive torque about the left end of the rod. The lever arm distance of  $\vec{F}_2$  about the left end of the rod is  $r_1 + r_2$ ; that of  $\vec{F}_{pr}$  is  $r_1$ . Because the rod is at rest, the magnitude of the force exerted by the pivot is equal to the sum of the forces  $\vec{F}_1$  and  $\vec{F}_2$ . Taking into account the signs of the torques, we find that the sum of the torques about the left end of the rod is  $r_1(F_1 + F_2) - (r_1 + r_2)F_2 = r_1F_1 - r_2F_2$ . This is the same result we obtained for the torques about the pivot, and so the sum of the torques about the left end is zero. ✓

Exercise 12.1 shows that the sum of the torques about the left end of the rod is zero, just like the sum of the torques about the pivot. You can repeat the calculation for the torques about the right end of the rod or any other point, and each time you will find that the sum of the torques is zero. The reason is that the rod is not rotating about any point, and so the sum of the torques must be zero about any point. In general we can say:

**For a stationary object, the sum of the torques is zero.**

For a stationary object we can choose any reference point we like to calculate torques. It pays to choose a reference point that simplifies the calculation. As you have seen, we do not need to consider any force that is exerted at the reference point. So, by putting the reference point at the point of application of a force, we can eliminate that force from the calculation.



**12.2** In the situation depicted in Figure 12.2a, you must continue to exert a force on the seesaw to keep the child off the ground. The force you exert causes a torque on the seesaw, and yet the seesaw's rotational acceleration is zero. How can this be if torques cause objects to accelerate rotationally?

### Example 12.2 Torques on lever

Three forces are exerted on the lever of **Figure 12.7**. Forces  $\vec{F}_1$  and  $\vec{F}_3$  are equal in magnitude, and the magnitude of  $\vec{F}_2$  is half as great. Force  $\vec{F}_1$  is horizontal,  $\vec{F}_2$  and  $\vec{F}_3$  are vertical, and the lever makes an angle of  $45^\circ$  with the horizontal. Do these forces cause the lever to rotate about the pivot? If so, in which direction?

? I don't understand how this combination of factors tells you anything about direction? Aren't magnitude and lever arm distance both scalar quantities? It seems like we would need to know some sort of direction to calculate torque. Oct 20 12:09 am

? I think you may be able to think about the direction separately. So, after multiplying this magnitude and distance, you can attach a sign to the torque based on the defined parameters of the system. In the following paragraph, they start to explain how to choose this direction. Oct 20 12:38 am

? This is a great question. To further elaborate on this, we can think of this in terms of the Torque equation. The equation for torque is  $\tau = r \times F$ , with  $r$  being the level arm distance and  $F$  being force. We know that force is a vector from previous chapters, and in regards to " $r$ " it can also be thought of as the radial vector. What this means is that this distance from the pivot points from the axis of rotation to the point where the force acts. In as previously mentioned, there is a general convention (the right-hand rule) that is used to determine the direction which happens to be perpendicular to both the radius from the axis and to the force. Oct 22 8:48 pm

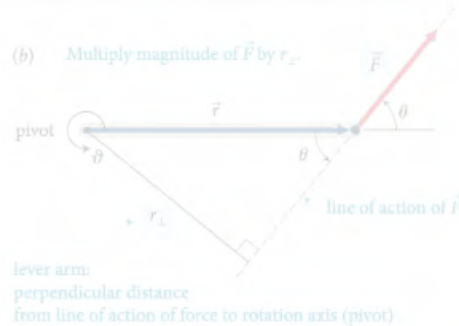
Enter your comment or question and press Enter



I don't understand how this combination of factors tells you anything about direction? Aren't magnitude and lever arm distance both scalar quantities? It seems like we would need to know some sort of direction to calculate torque.

I think you may be able to think about the direction separately. So, after multiplying this magnitude and distance, you can attach a sign to the torque based on the defined parameters of the system. In the following paragraph, they start to explain how to choose this direction.

This is a great question. To further elaborate on this, we can think of this in terms of the Torque equation. The equation for torque is  $\tau = r \times F$ , with  $r$  being the level arm distance and  $F$  being force. We know that force is a vector from previous chapters, and in regards to " $r$ " it can also be thought of as the radial vector. What this means is that this distance from the pivot points from the axis of rotation to the point where the force acts. In as previously mentioned, there is a general convention (the right-hand rule) that is used to determine the direction which happens to be perpendicular to both the radius from the axis and to the force.

(b) Multiply magnitude of  $\vec{F}$  by  $r_{\perp}$ .

lever arm:  
perpendicular distance  
from line of action of force to rotation axis (pivot)

action of the force and the axis of rotation. So, the torque caused by a force exerted on an object is the product of the magnitude of the force and its lever arm distance. It can be



The lever arm distances must now be determined relative to the left end of the rod. The lever arm distance of force  $\vec{F}_1$  to this point is zero, and so the torque caused by that force about the left end of the rod is zero. If I choose counterclockwise as the positive direction of rotation,  $\vec{F}_2$  causes a negative torque about the left end of the rod; the force  $\vec{F}_{pr}$  exerted by the pivot causes a positive torque about the left end of the rod. The lever arm distance of  $\vec{F}_2$  about the left end of the rod is  $r_1 + r_2$ ; that of  $\vec{F}_{pr}$  is  $r_1$ . Because the rod is at rest, the magnitude of the force exerted by the pivot is equal to the sum of the forces  $\vec{F}_1$  and  $\vec{F}_2$ . Taking into account the signs of the torques, we find that the sum of the torques about the left end of the rod is  $r_1(F_1 + F_2) - (r_1 + r_2)F_2 = r_1F_1 - r_2F_2$ . This is the same result we obtained for the torques about the pivot, and so the sum of the torques about the left end is zero. ✓

Exercise 12.1 shows that the sum of the torques about the left end of the rod is zero, just like the sum of the torques about the pivot. In fact, the sum of the torques about any point is zero. This is true for any stationary object, and each time you will find that the sum of the torques is zero. The reason is that the rod is not rotating about any point, and so the sum of the torques must be zero about any point. In general we can say:

For a stationary object, the sum of the torques is zero.

For a stationary object we can choose any reference point we like to calculate torques. It pays to choose a reference point that simplifies the calculation. As you have seen, we do not need to consider any force that is exerted at the reference point. So, by putting the reference point at the point of application of a force, we can eliminate that force from the calculation.



**12.2** In the situation depicted in Figure 12.2a, you must continue to exert a force on the seesaw to keep the child off the ground. The force you exert causes a torque on the seesaw, and yet the seesaw's rotational acceleration is zero. How can this be if torques cause objects to accelerate rotationally?

### Example 12.2 Torques on lever

Three forces are exerted on the lever of Figure 12.7. Forces  $\vec{F}_1$  and  $\vec{F}_2$  are equal in magnitude, and the magnitude of  $\vec{F}_3$  is half as great. Force  $\vec{F}_1$  is horizontal,  $\vec{F}_2$  and  $\vec{F}_3$  are vertical, and the lever makes an angle of  $45^\circ$  with the horizontal. Do these forces cause the lever to rotate about the pivot? If so, in which direction?

# connect pre-class and in-class activities

On the very left, we see th...

It's interesting that the white ...

Is the reference frame i...

How does force affect ...

I was curious about this, t...

I understand partially w...

In this class, we always emp...

The part before this wa...

The extended free-body d...

This just means the net...

I don't understand why ...

It is important to note that...

This is a common mistake when we ...

Torque is the ability of a forc...

The type of diagram to use d...

It sounds like it is sayin...

So then do we have a p...

Since torque is the cross pro...

The right-hand rule can al...

I don't understand how ...

Orientation-based descriptio...

I don't really understand...

How small is small? As ...

I think it would be slightly ...

While I believe I underst...

(a) The change in rotationa...

As we saw earlier in the chap...

Objects executing motion ar...

Generally, for rotating bod...

Does torque have the s...

I don't think we can connect pre-class and in-class activities without something about direction. Even if magnitude and lever arm distance both scalar quantities? It seems like we would need to know some sort of direction to calculate torque.

I think you may be able to think about the direction separately. So, after multiplying this magnitude and distance, you can attach a sign to the torque based on the defined parameters of the system. In the following paragraph, they start to explain how to choose this direction.

This is a great question. To further elaborate on this, we can think of this in terms of the Torque equation. The equation for torque is  $\tau = r \times F$ , with  $r$  being the level arm distance and  $F$  being force. We know that force is a vector vector from previous chapters, and in regards to " $r$ " it can also be thought of as the radial vector. What this means is that this distance from the pivot points from the axis of rotation to the point where the force acts. In as previously mentioned, there is a general convention (the right-hand rule) that is used to determine the direction which happens to be perpendicular to both the radius from the axis and to the force.

Enter your comment or question and press Enter



## Confusion report for Chapter 24

## right hand rule (11 questions)

- JB Can someone in simpler terms explain the right- hand rule? +1
- WJ Is there another way, besides the right hand rule, to find the direction of the magnetic field with a current? 2
- SB Using the right hand rule, I believe the answer is D. Is that correct? 3  
Show more...

## direction magnetic field (8 questions)

- CP Why is it that the magnet field points away from the north pole and towards the south pole? When on the previous page it stated that the direction of the magnetic field is the direction that the north pole of a compass needle points. +2
- AB How can you determine which direction the magnetic field will point towards? +1
- KH So whichever way the north pole faces is the direction of the magnetic field but that doesn't always mean its pointing true north? +1  
Show more...

## earth magnetic field (6 questions)

- CP Does that mean that the compass will be distracted from the Earth's magnetic field and use the magnetic field that the current of the wire gives off? 2
- AK Can someone explain why this type of bacteria knows what direction the earth's magnetic fields are facing? 3
- J Does the circular loop of current have any similarities with the look of the earths magnetic field? They kind of look similar to me. 3  
Show more...



asynchronous information transfer

online  
information transfer  
sense-making  
asynchronous  
synchronous

# *Perusall*

# asynchronous information transfer

**Perusall...**

- is a text-based **social learning platform**
- takes information transfer out of classroom

online

online

information  
transfer

sense-making

self-paced  
asynchronous

instructor-led  
synchronous

# asynchronous information transfer

online

online

**You will...**

information  
transfer

sense-making

**1. create a (dummy) course (while I create mine)**

**2. join my course to get the student experience**

self-paced  
asynchronous

instructor-led  
synchronous

# asynchronous information transfer

online

online

1. in your browser go to: [app.perusall.com](https://app.perusall.com)

information  
transfer

sense-making

2. if you have an account, log in, then wait

self-paced  
asynchronous

instructor-led  
synchronous

# asynchronous information transfer

online

online

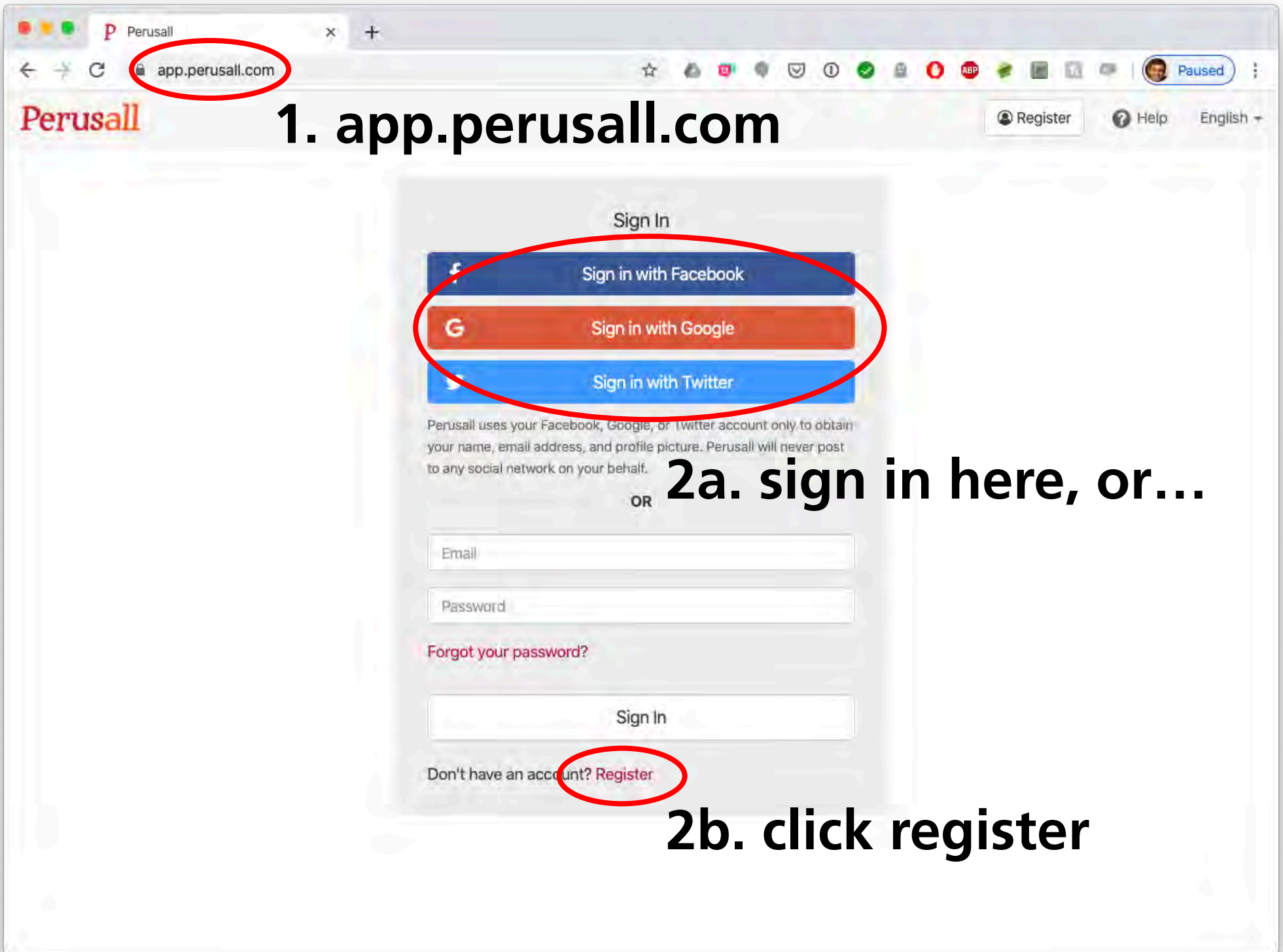
1. in your browser go to: [app.perusall.com](https://app.perusall.com)
2. if you have an account, log in, then wait
3. if you don't have an account, follow along

information  
transfer

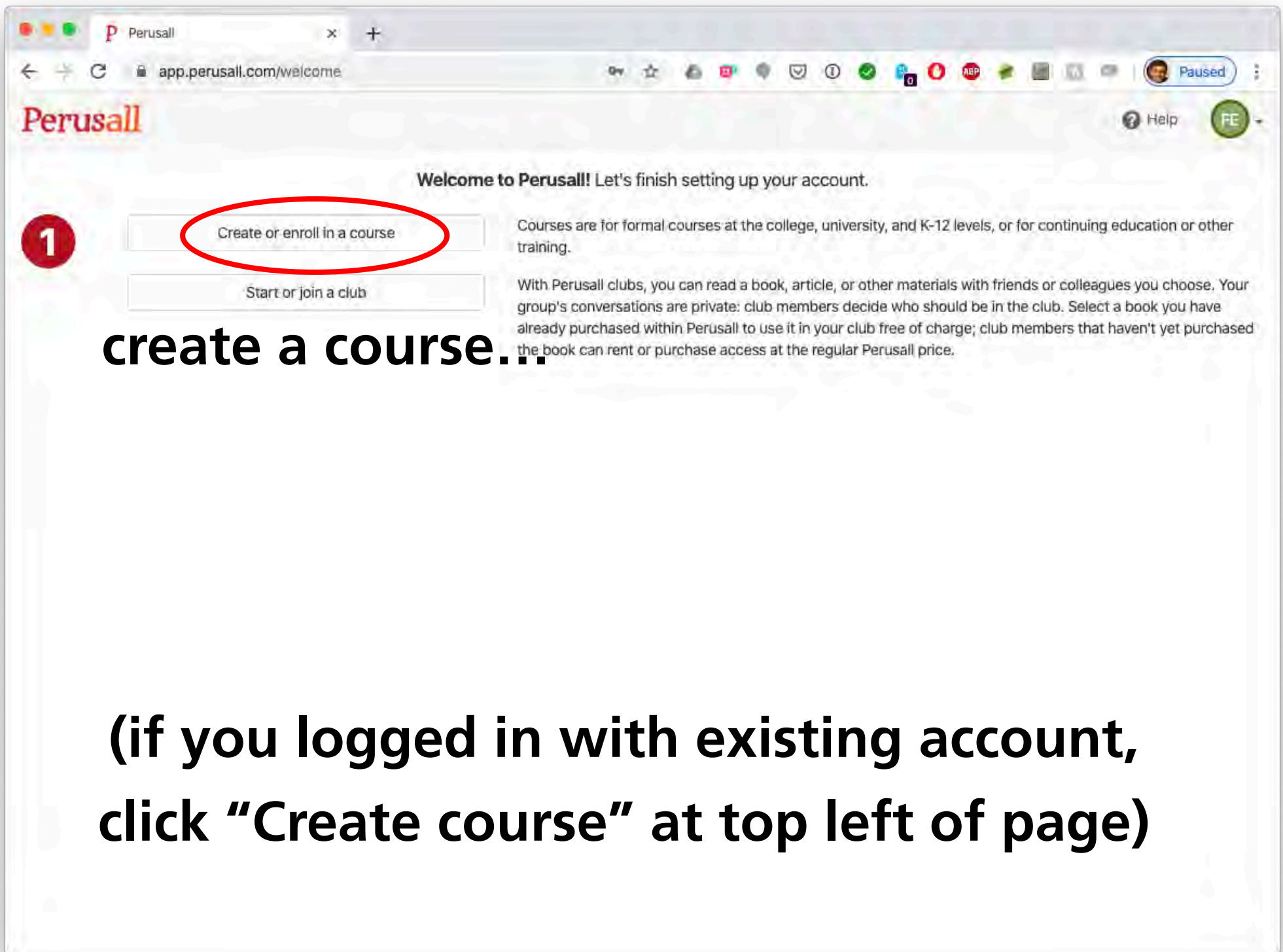
sense-making

self-paced  
asynchronous

instructor-led  
synchronous







The screenshot shows a web browser window with the Perusall logo in the top left. The address bar shows 'app.perusall.com/welcome'. The page has a navigation bar with a 'Paused' button and a user profile icon. The main content area has a heading 'Welcome to Perusall! Let's finish setting up your account.' Below this are two buttons: 'Create or enroll in a course' (circled in red) and 'Start or join a club'. To the right of these buttons are two paragraphs of text explaining courses and clubs. A large text overlay 'create a course...' is positioned below the buttons. At the bottom of the image, there is a large text block providing instructions on how to create a course.

**1** Create or enroll in a course

Start or join a club

**create a course...**

**(if you logged in with existing account,  
click "Create course" at top left of page)**



Perusall

app.perusall.com/welcome

Help FE

2 I am a student I am an instructor

3 I want to create a course...

☒ for students to access directly at perusall.com.

☐ integrated with my institution's Learning Management System.

Course name

Your unique course URL is based on this name. If you change the name, the URL will change.

Institution

Example Institution (Use for testing only, US)

Type to search for your institution, and [contact Perusall support](#) if your institution is not listed.

Course start date

Course end date

Enrollment estimate

20

The approximate number of students you expect to join the course. Perusall will use this value and the Target Group Size to create discussion groups for students.

Target group size

20

Students will be placed into groups of approximately this size and will only be able to see comments and questions within their group. Changing this setting will not retroactively apply to groups that have already been formed, to provide consistency for students.

Based on these settings, Perusall will place students into 1 discussion group(s) for each document. Discussion groups are fixed for a particular document once it is added to the course. [Learn more about discussion groups](#)

Select materials

[Browse our catalog of available titles](#)

Perusall

app.perusall.com/welcome

Help FE

2 I am a student I am an instructor

3 I want to create a course.. ☒ for students to access directly at perusall.com. ☐ Integrated with my institution's Learning Management System.

Course name

Your unique course URL is based on this name. If you change the name, the URL will change.

Institution

Type to search for your institution, and [contact Perusall support](#) if your institution is not listed.

Course start date

Course end date

Enrollment estimate

The approximate number of students you expect to join the course. Perusall will use this value and the Target Group Size to create discussion groups for students.

Target group size

Students will be placed into groups of approximately this size and will only be able to see comments and questions within their group. Changing this setting will not retroactively apply to groups that have already been formed, to provide consistency for students.

Based on these settings, Perusall will place students into 1 discussion group(s) for each document. Discussion groups are fixed for a particular document once it is added to the course. [Learn more about discussion groups](#)

Select materials

...for students to access  
directly at perusall.com

Perusall

app.perusall.com/welcome

Help FE

2 I am a student I am an instructor

3 I want to create a course...

☒ for students to access directly at perusall.com.  
☐ integrated with my institution's Learning Management System.

Course name

Your unique course URL is based on this name. If you change the name, the URL will change.

Institution

Example Institution (Use for testing only, US)

Type to search for your institution, and [contact Perusall support](#) if your institution is not listed.

Course start date

Course end date

Enrollment estimate

20

The approximate number of students you expect to join the course. Perusall will use this value and the Target Group Size to create discussion groups for students.

Target group size

20

Students will be placed into groups of approximately this size and will only be able to see comments and questions within their group. Changing this setting will not retroactively apply to groups that have already been formed, to provide consistency for students.

Based on these settings, Perusall will place students into 1 discussion group(s) for each document. Discussion groups are fixed for a particular document once it is added to the course. [Learn more about discussion groups](#)

Select materials

Browse our catalog of available titles

can't find your institution?  
enter "Example Institution"



## Why Perusall works

- social connection/interaction *in context*
- incentivizes/motivates participation
- machine learning analysis of engagement
- provides “Confusion Report” to instructor

## A few notes

- Perusall is free
- Many file formats (incl. video) supported
- Nearly 100% reading-assignment completion
- Students using Perusall perform better

## A few notes

- Perusall is free
- Many textbooks free until summer
- Nearly 100% reading-assignment completion
- Students using Perusall perform better

**out of class**

**information  
transfer**

Perusall

**in class**

**sense-making**

Peer Instruction



out of class

information  
transfer

Perusall

in class

sense-making

Peer Instruction

**works online!**



**suppose instead...**



**information  
transfer**

**sense-making**



**campus**

**information  
transfer**

instructor-paced  
synchronous  
lecture

**home**

**sense-making**

self-paced  
asynchronous  
home work/study

**campus**

**information  
transfer**



instructor-paced  
synchronous  
lecture

**home**

**sense-making**

self-paced  
asynchronous  
home work/study



campus

information  
transfer

instructor-paced  
synchronous  
lecture

home

information  
transfer

instructor-paced  
synchronous  
**online** lecture

home

sense-making

self-paced  
asynchronous  
home work/study

campus

information  
transfer

instructor-paced  
synchronous  
lecture

home

information  
transfer

instructor-paced  
**asynchronous**  
**recorded** lecture

home

sense-making

self-paced  
asynchronous  
home work/study

campus

information  
transfer

instructor-paced  
synchronous  
lecture

home

information  
transfer

instructor-paced  
asynchronous  
recorded lecture

home

sense-making

self-paced  
asynchronous  
home work/study

**ALONE!**



**online**

**information  
transfer**

self-paced  
asynchronous

**online**

**sense-making**

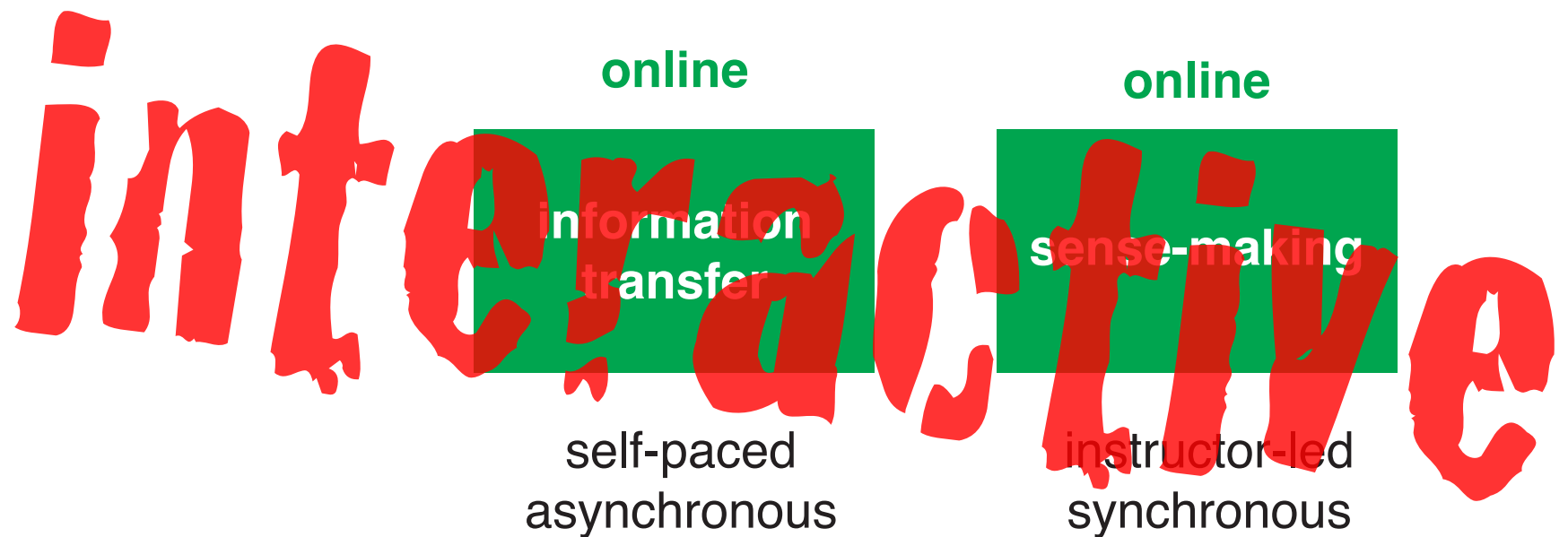
instructor-led  
synchronous



*interactive*

online	online
information transfer	sense-making
self-paced asynchronous	instructor-led synchronous





***two evidence-based approaches***

The background of the slide is a faded, artistic illustration of a book cover. It features a central face with large, expressive eyes. The face is rendered in a style that suggests it might be a painting or a detailed drawing. The colors are muted, with a lot of blue and grey tones. The book cover itself has a yellowish-gold spine and a reddish-brown cover. The text is overlaid on the central part of the face.

**Education is not just about:**

- **transferring information**
- **getting students to do what we do**



**Education is not just about:**

- **transferring information**
- **getting students to do what we do**

**active engagement/social interaction a must!**



**mazur.harvard.edu**

**Follow me!**  **@eric\_mazur**