

Explore Science With Phet

विद्यया ऽ मृतमश्नुते



एन सी ई आर टी
NCERT



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NATIONAL ICT AWARDEE

Vice Principal , JNV Ganjam Odisha





SIMULATIONS

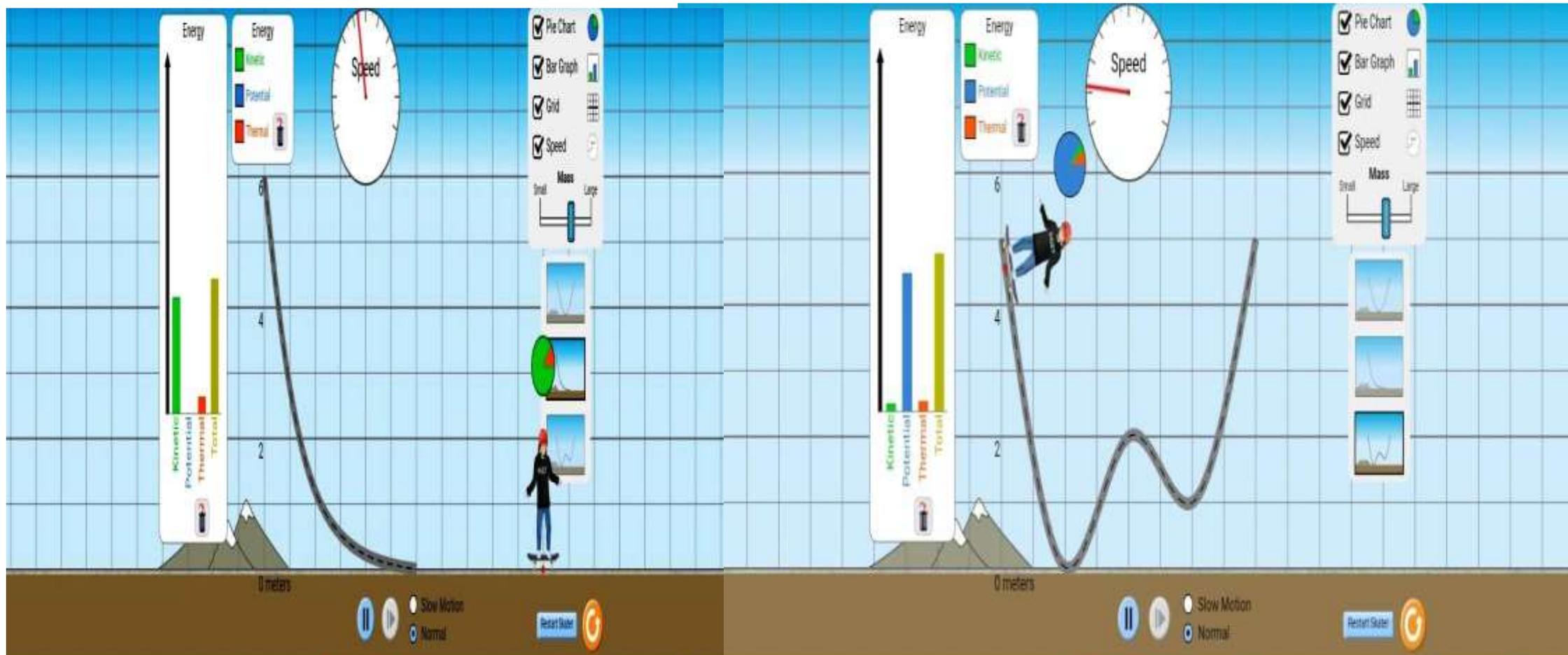
A tool of experimentation

Go beyond lab

Easy to use

Fun

Energy Skate Park



CONTENTS



- Introduction
- Goals of using PheT simulations
- Utilisation
- Practicing and operating online and offline uses



PHET –USE FROM GRADE TO GRAD SCHOOL



- What is PheT ?
- Why teach with PheT ?
- How to teach with PheT ?



WHAT IS PHET → PHYSICS EDUCATION TECHNOLOGY



- . Interactive description in mobile also
Visualizing the Invisible
- .Compatible and easily accessible to student
- .Now include chem,bio,math,earth science



WHY PHET ?



- Virtual Laboratories
- Embedded Games and Challenges
- Helps in enjoying learning concept
- Translated into different languages
- Interactive learning environments



WHY TEACH WITH PHET ?

- By using sims as an animated illustration, it is easier to communicate effectively with students.
- Show dynamic processes which can be slowed down, speed up, or paused, depending on the concept
- Flexibility in sims is more effective for learning
- more practical to use than static drawings or live demos.



HOW TO USE PHET SIMULATION ?



- On the web portal type Phet or <https://phet.colorado.edu>
- Log in to phet page
- Fill all the information box
- Get the confirmation page from the site
- Download the PhET topic wise or grade wise.



THE IMMEDIATE INTERESTS ARE:



- Use of analogy to construct understanding
- Simulations as tools for changing classroom norms.
- Specific features of sims that promote learning and engaged exploration.
- Integrating simulations into homework



USE OF PHET SIMULATION

- 
- Subject/topic
 - Grade
 - Sim (java, HTML5, flash)
 - Device



Projectile Motion

Horizontal

$$\Delta x = v_{0x}t$$

$$v_x = v_{0x}$$

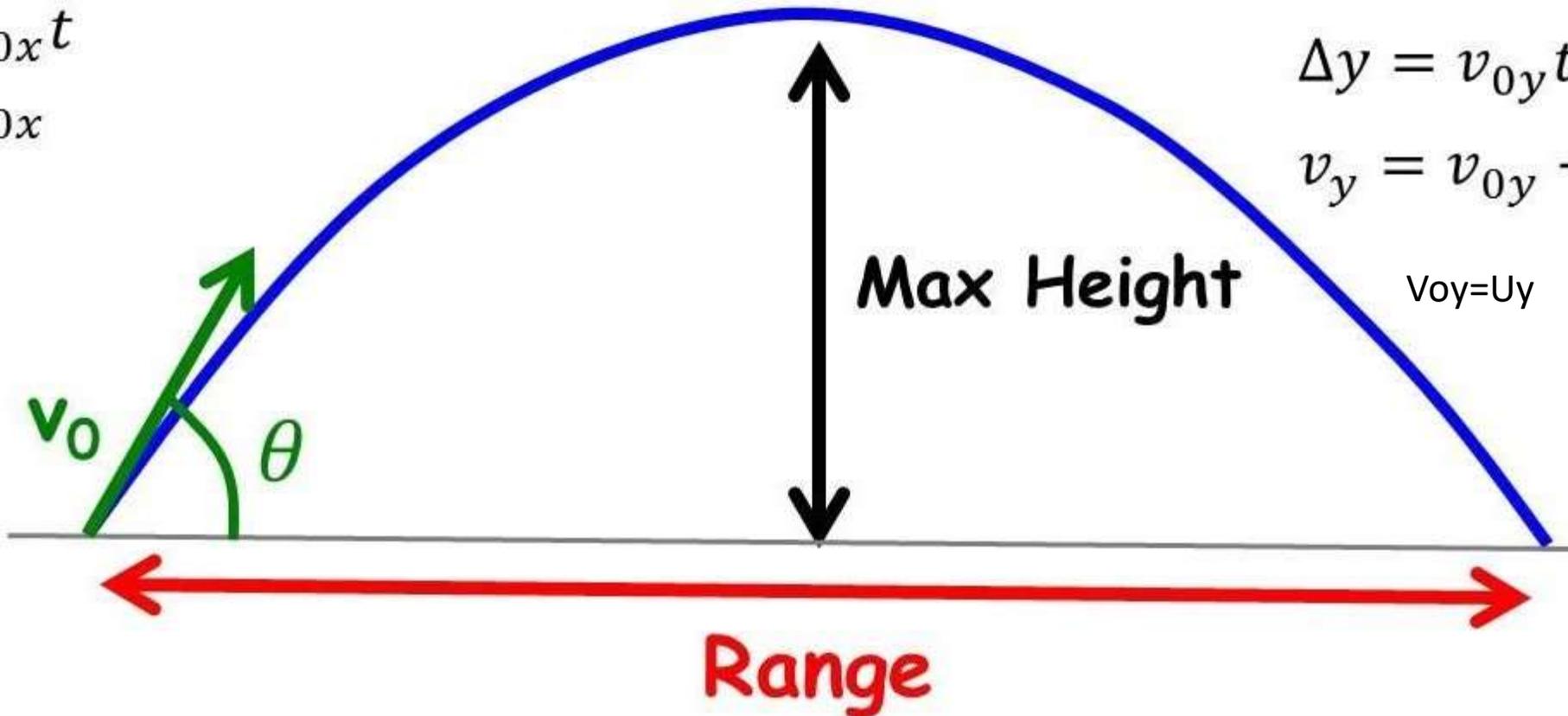
$$v_{0x} = u_x$$

Vertical

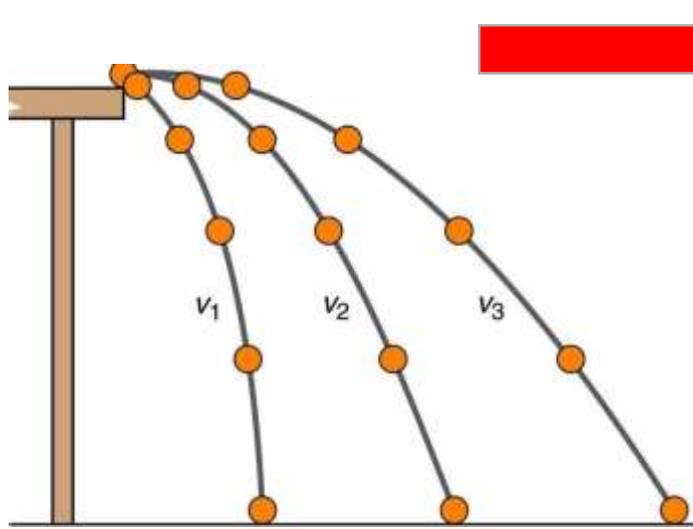
$$\Delta y = v_{0y}t - \frac{1}{2}gt^2$$

$$v_y = v_{0y} - gt$$

$$v_{0y} = u_y$$



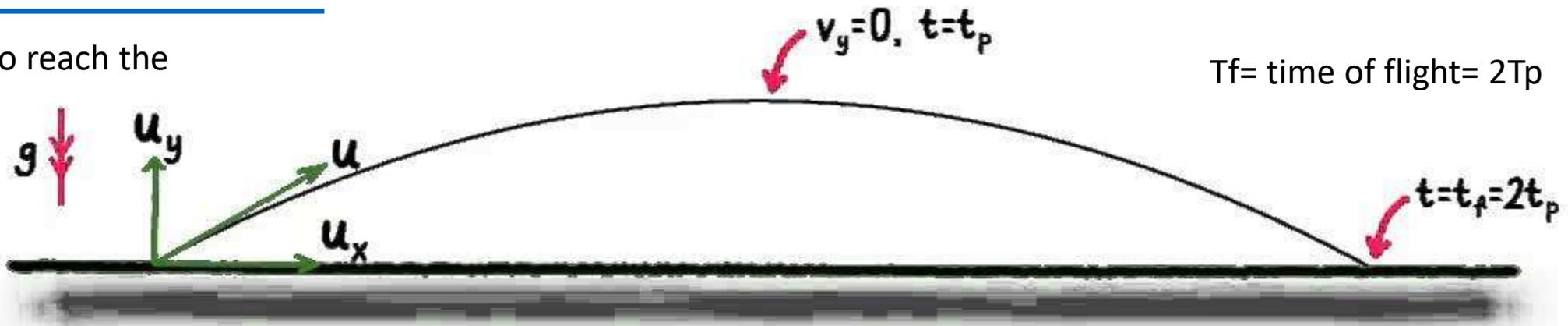
RANGE IN PROJECTILE MOTION



- Range is the distance covered in the horizontal plane .
- Projectile is any body which is thrown to space and come back of its own to ground .

DERIVATION :

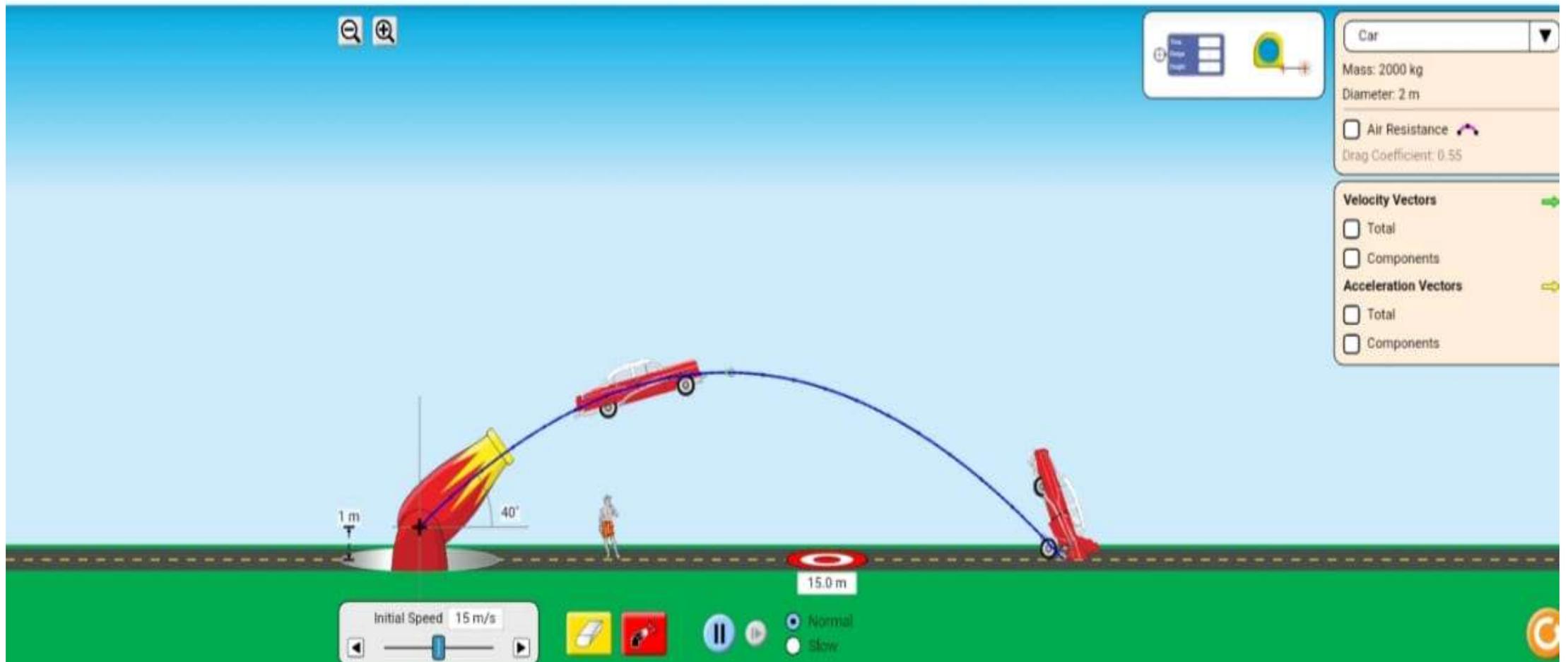
T_p = time to reach the top

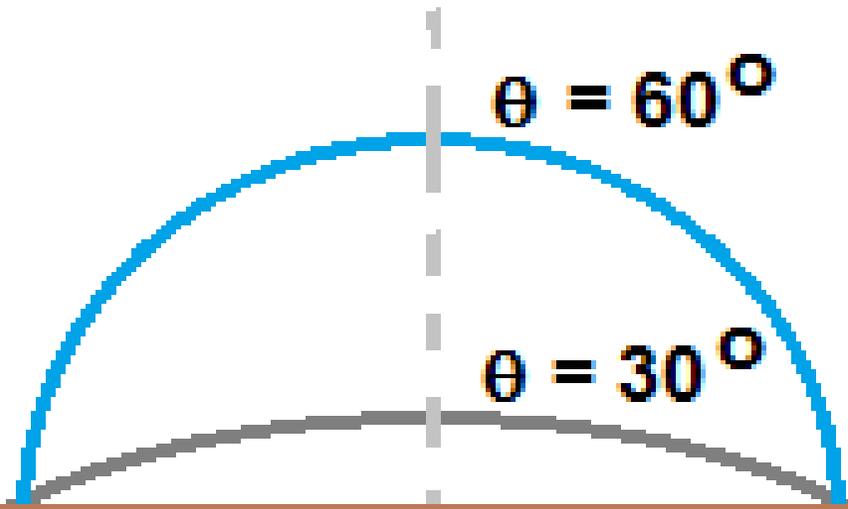


$$\begin{aligned} + \quad (v_y &= u_y + a_y t) \\ \uparrow \\ 0 &= u_y + (-g)t_p \\ t_p &= \frac{u_y}{g} \end{aligned}$$

$$\begin{aligned} (s_x &= u_x t) \\ \rightarrow + \quad R &= u_x t_f = u_x \frac{2u_y}{g} \\ &= \frac{2(u \cos \theta)(u \sin \theta)}{g} \\ &= \frac{u^2 \sin 2\theta}{g} \end{aligned}$$

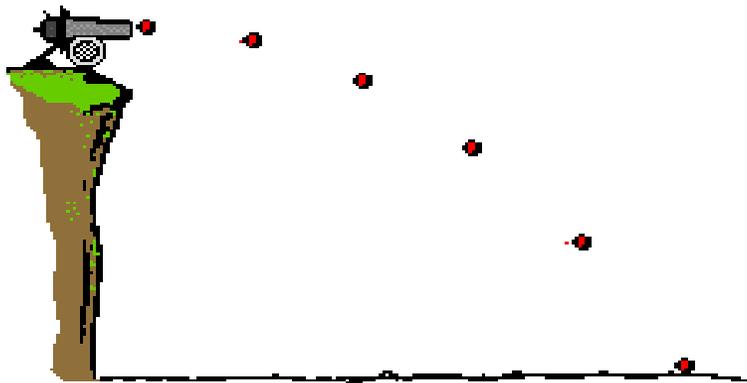
Uses In Gungame



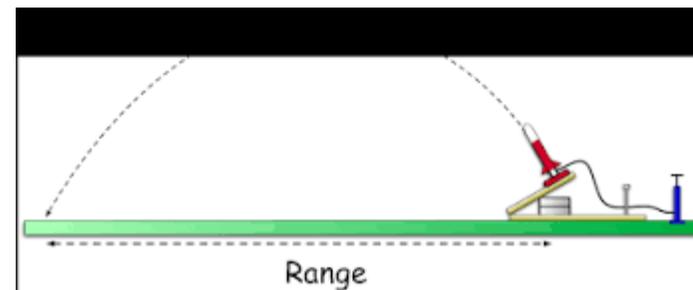


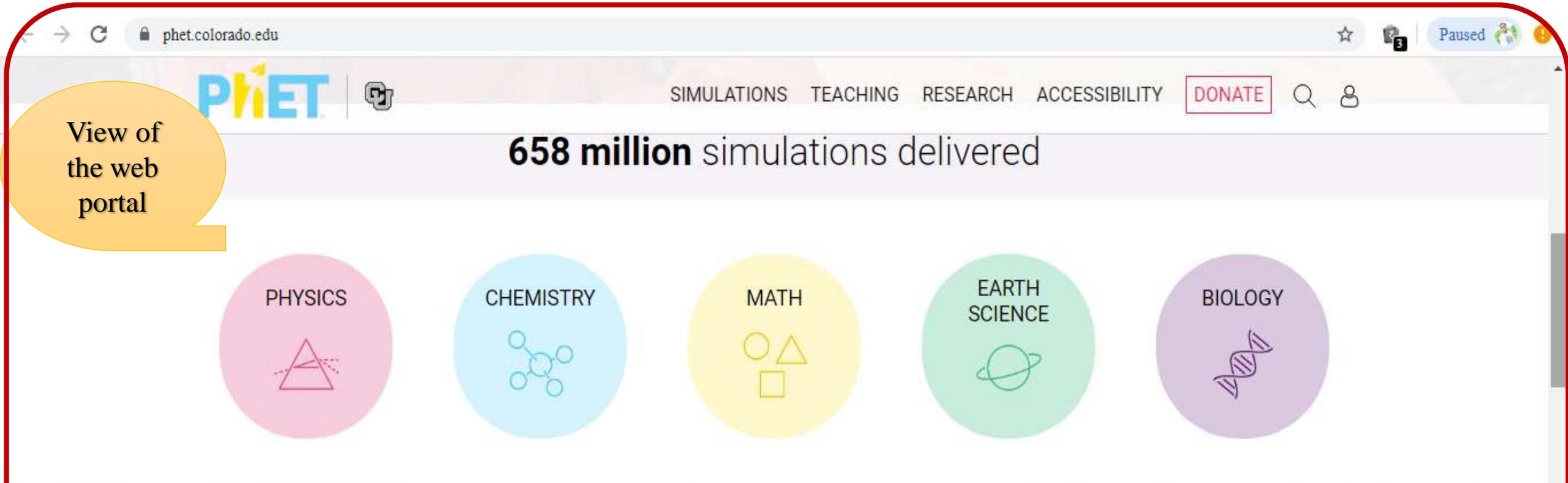
θ - Angle of Projection

When θ is angle in degree
 $R = u^2 \sin 2\theta / g$ Hence at 30 and 60 angle
 Both covers same distance
 Here object is thrown from ground.



This projectile is launched with an initial horizontal velocity from an elevated position.



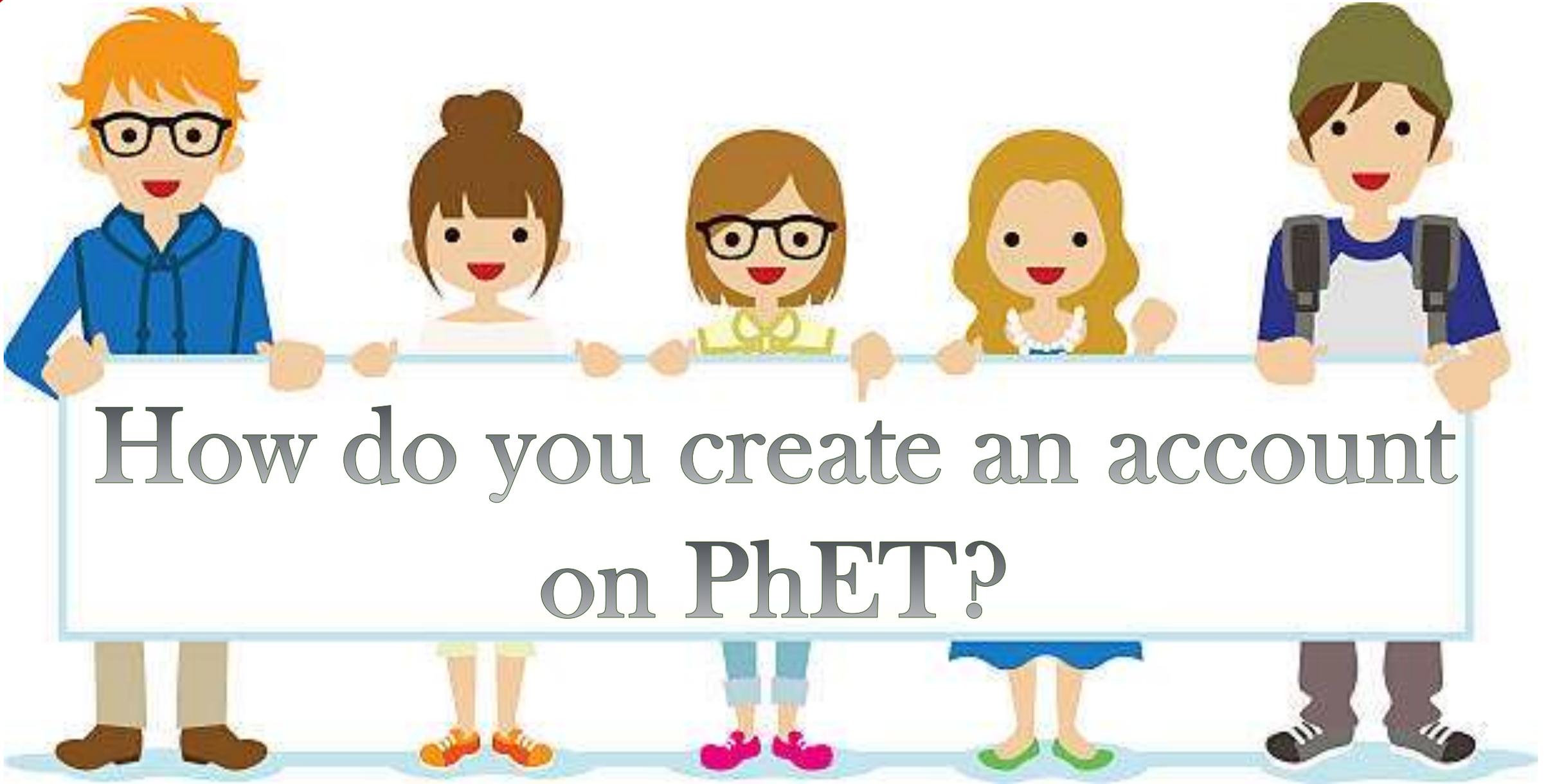


View of the web portal



Teaching Resources, Activities, and Community

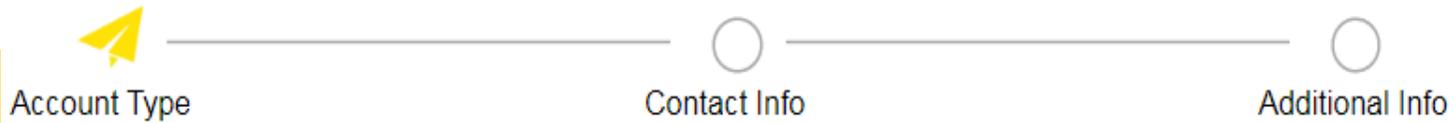
Teachers have access to simulation-specific tips and video primers, resources for teaching with simulations, and activities shared by our teacher community.



How do you create an account
on PhET?



Create Your PhET Account



1.
Select account
type

I am a...

- Teacher
- Pre-service Teacher
- Teacher Educator/Coach
- Curriculum Specialist
- Educational Product Provider
- IT/Media Specialist
- School Administrator
- Researcher
- Translator
- Student
- Parent
- Other

NEXT

Tell Us About You

2. Fill up the contact information

Account Type

Contact Info

Additional Info

Primary Email Address

Secondary Email Address (optional) ⓘ

Re-enter Primary Address

Password ⓘ

Confirm Password

First Name

Last Name

Country

Primary Email Address

Re-enter Primary Address

Password ⓘ

Confirm Password

First Name

Secondary Email Address (optional) ⓘ

Last Name

Country

State/Province

City

Twitter Handle (optional)

Email Subscriptions

Receive PhET Emails

3.
Fill up few
additional
information

School

Please select a school

JAWAHAR NAVODAYA VIDYALAYA, GURUJANG KHOF

[Can't find your school?](#)

Subject(s)

- General Sciences
- Astronomy
- Earth Science
- Biology
- Physics
- Chemistry
- Math
- Other

Grade(s)

- Please select a grade
- Elementary (K-5)
 - Middle (6-8)
 - High (9-12)
 - University
 - Other

Teaching Experience

20 years

In the classroom, I am a ... (select all that apply)

Please select at least one type

- General Education teacher
- Special Education teacher
- Paraprofessional Educator
- Substitute teacher
- Student teacher
- Other

PhET Experience

- New User
- Occasional User (I've used a few sims)
- Experienced User (I regularly use sims)
- Power User (I tell everyone about PhET)

REGISTER NOW

[By clicking register, you agree to the University of Colorado's privacy policy.](#)

Check your email inbox to confirm the email address.

CONFIRMATION PAGE

Please Confirm Your PhET Email Address

Inbox x



PhET Interactive Simulations <phetmail@colorado.edu> [Unsubscribe](#)

to me ▾

11:06 AM (4 minutes ago)



Thank you for creating an account with PhET Interactive Simulations!

To complete this registration process, please confirm your email:

<https://phet.colorado.edu/en/confirm-email?key=4f949cab54781279-171c995c304&destination=%2F>

If you do not wish to register, then there is no need to do anything, as the registration is not complete until you click the link above.

Thanks,
The PhET Team
<https://phet.colorado.edu>



SIMULATIONS

TEACHING

RESEARCH

ACCESSIBILITY

DONATE



[New Sims](#)

[HTML5](#)

[Physics](#)

[Biology](#)

[Chemistry](#)

[Earth Science](#)

[Math](#)

[By Grade Level](#)

[By Device](#)

[All Sims](#)

[Translated Sims](#)

Interactive Simulations for Science and Math

PLAY WITH A SIM

Phet (Physics Educational Technology)



SIMULATIONS

TEACHING

RESEARCH

ACCESSIBILITY

DONATE



About

Tips for Using PhET

Browse Activities

Share Your Activities

My Activities

Workshops

Interactive Simulations

Physics

Motion

► **Sound & Waves**

Work, Energy & Power

Heat & Thermo

Quantum

Phenomena

Light & Radiation

Electricity, Magnets & Circuits

Physics | Sound & Waves



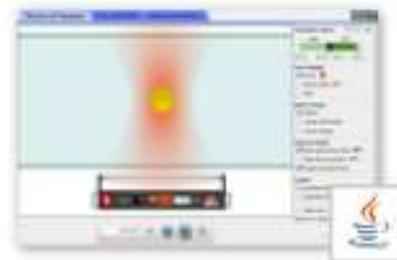
Waves Intro



Wave Interference



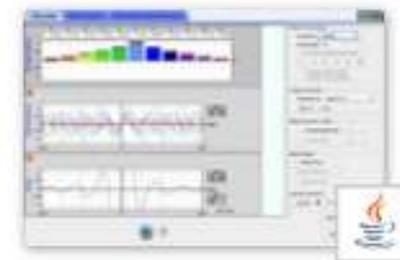
Normal Modes



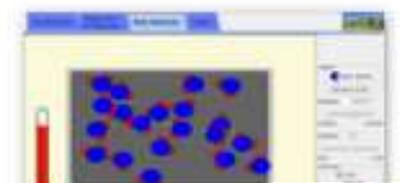
Optical Tweezers and Applications



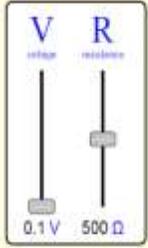
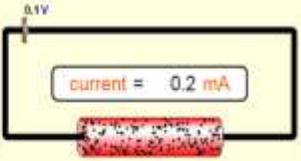
Radio Waves & Electromagnetic Fields



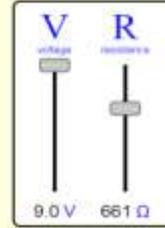
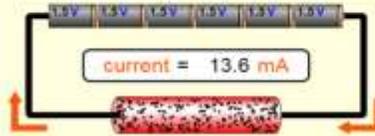
Fourier: Making Waves



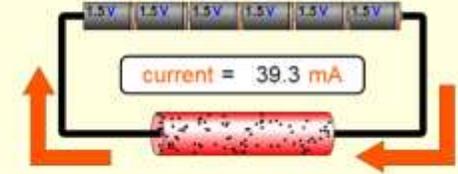
$$V = I R$$



$$V = I R$$

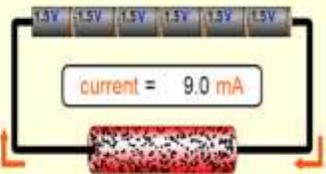


$$V = I R$$

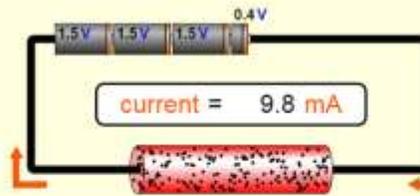


Thus, use of PhET is easy to verify Ohm's law.

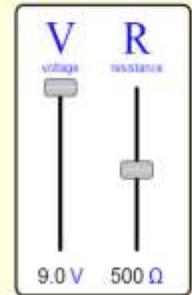
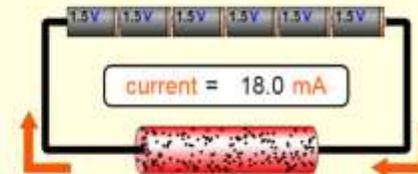
$$V = I R$$



$$V = I R$$



$$V = I R$$



HOW DO ONE USE PHET SIMULATIONS OFFLINE?

- If Java, Flash, and a web browser such as Firefox or Internet Explorer ,you can use offline.

Hooke's Law

Applied Force
Spring Force
Displacement
Equilibrium Position
Values

Spring Constant 1: 200 N/m
Applied force 1: 100 N

Hooke's Law

DOWNLOAD

EMBED

- Springs
- Force
- Potential Energy

DONATE

PhET is supported by



and educators like you.

HELP FOR STUDENTS AND TEACHERS



It includes hundreds of :

- Lesson plans,
- Homework assignments,
- Lab activities
- Clicker questions, and more
- Anyone can contribute to the database



Thank you

