

Internet of Things (IoT) at UCF

SUNIVERSITY OF CENTRAL FLORIDA

UCF RET Site: Collaborative Multidisciplinary Engineering Design Experiences for Teachers

Physics 1 (Algebra Based)

Matthew Myrick Physics 1 8/11/2021

READ THIS FIRST

- Write all lessons and activities in present tense.
- Be aware of copyright issues for images. Images used must be your own or in the public domain. It is easiest to use your own images. If using a public domain image you must document the source. Please note that images obtained from a google search are NOT public domain images.
- These lessons will be published. All work should be your own. Be sure to cite references where appropriate and only use images in the public domain/creative commons or that you develop. All lessons will be run through <u>turnitin.com</u> prior to publication.
- Remember to do your 3R reflection include an updated copy of your lesson plan, developed assessment tools, presentation materials, to the evaluator. See implementation plan instructions developed by the evaluator. Send within a week after completing the lesson to <u>bonnie.swan@ucf.edu</u>

RET Site: Le	esson/Unit Plan	
Subject Area(s): Forces in Equilibrium, Newtons Laws of Motion, Course(s): Physics, Physical Science Grade Level: 11-12 Suggested Length of Lesson: 2 Weeks Lesson Summary: Using a combination of knowledge/skills learned during lessons on Newtons Laws of Motion and Force in Equilibrium. Students (small groups) will utilize problem solving skills as well as engineering technology software to design, construct, and test a wooden bridge. The goals: construct a bridge that meets size requirements provided by instructor, maximize holding strength, and meet an imaginary budget that would align with practices in the real world. Prerequisite Knowledge: Forces, Equilibrium, Newton's Laws of Motion		
 Materials/Technology Needed Wood (popsicle sticks) Glue (glue sticks of wood glue) Bridge Designer Software (link in Resources Used) Testing Weight (anything available that can be added in increments and easily measured) Weight apparatus (anything available that allows for the test weight to hang on bridge) Lesson Objective(s)/Learning Goal(s) (2-4) Construct a bridge that meets size requirements provided by instructor 	Where this Fits/Lesson Dependency Cumulative Activity, provide real world scenarios of application of topics Standard(s)/Benchmark(s) Addressed (2-4) Standards: P.12.3 Interpret and apply Newton's three laws of metion	
 Maximize bridge holding strength Meet an imaginary budget that would align with practices in the real world. 	 motion. N.1.7 Recognize the role of creativity in constructing scientific questions, methods and explanations (L) 	
Standards for Mathematical Practice Algebra I & Geometry Evidence of Learning (Assessment Plan)	Instructional Strategies Guided Instruction Active Learning Progressive Feedback 	
 Completion of Project & Associated Activities with satisfactory or higher achievement according to instructor Rubric 		

Desci	ription of Lesson Activity/Experiences
1. 5	Small group work using hands on activity to design, plan, and build a wooden bridge.
2. li	ndividual work utilizing real-world Engineering software.
Reco	mmended Assessment(s) and Steps
	Rubric
- 1	
	of Materials/Resources Used
= V	Nood (popsicle sticks)
• 0	Glue (glue sticks of wood glue)
= B	Bridge Designer Software (https://bridgedesigner.org/)
• T	Festing Weight (anything available that can be added in increments and easily measured)
	Neight apparatus (anything available that allows for the test weight to hang on bridge)
	neering Connection (60-100 words/3 sentences)
-	ilizing design software commonly used in undergrad pre-engineering courses to design the bridge and
•	blete activities. Students are actively engineering in the real world use of Physics and Engineering practices
comp	Siele delivities. Students are delively engineering in the real world use of Highes and Engineering practices
Engin	neering Category (choose one)
LIIGII	
	relating science and/or math concepts to engineering (primarily science & math with some engineering)
Х	engineering analysis or partial design (primarily engineering with some science/math)
	engineering design process (full engineering design)
Key V	Nords
Force	e, Equilibrium, Load
Intro	duction/Motivation (written as if talking to students)
	y we begin the project you all have been waiting for, our annual bridge project! This project will give you
	s on experience designing and building bridges in a real-world scenario. Yes, you can now answer the
	en will I ever use this?". Before we begin, know this will be half small group project and half individual with
muiti	iple chance for extra credit!
Lesso	on Closure (written as if talking to students)
	efully you all enjoyed the project, and now know the importance of Physics, Engineering, and budgeting in
-	eal world.

practices.

Lesson Background & Concepts for Teachers

Tie it all together type activity/project. Useful at the end of a semester or year as a fun and engaging way for students to simulate real world application of Physics and Engineering topics.

Important Vocabulary

Term	Definition
Force	any influence that, when unopposed, will
	change the motion of an object.
Equilibrium	a state in which opposing forces or influences
Load	are balanced. force exerted on a surface or body.
Truss	a framework, typically consisting of rafters,
	posts, and struts, supporting a roof, bridge, or
	other structure.
Member	support that is a constituent part of any structure or building

Troubleshooting Tips

Work through example project and activities before assigning (reason for end of semester or year timeframe).

Other Helpful Information

There are many ways to apply weight/load to the bridges for testing. Start by using what you have and build off what worked and what didn't year over year.

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Attachments

Example Software Activities

Design, Construct, & Successfully Test the following Bridge Configurations while also maintaining the required Budget.

- Site Config: 1A Budget: \$500, 000
- Site Config: 1B Budget: \$400, 000

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- Example Presentation/with Rubric
- Example Software Activity Instructions

References

Acknowledgements

Authors

Matthew Myrick

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Contact information

Matthew Myrick, matthew_myrick@scps.k12.fl.us