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# Using graphical calculators for teaching mechanics

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# Velocity-time graphs

Usain Bolt's 100m world record

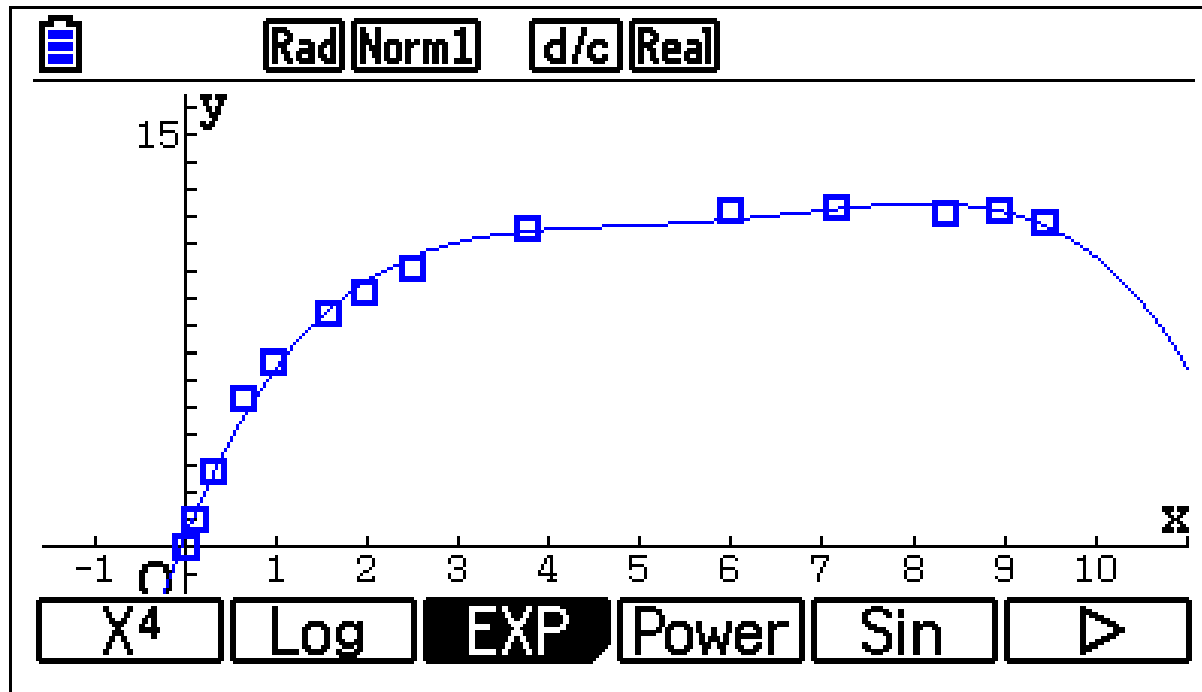
<https://youtu.be/SyY7RgNLCUk>

Menu 2 – Statistics

Enter time (list 1) and velocity (list 2)

Time (s)	Velocity (ms <sup>-1</sup> )
0	0
0.10	0.94
0.29	2.74
0.63	5.39
0.96	6.68
1.57	8.46
1.94	9.28
2.50	10.14
3.76	11.52
5.98	12.17
7.16	12.29
8.36	12.06
8.95	12.20
9.44	11.80

note that 0.14s has been taken off of these times to help with modelling. What is represented by this time?



Displaying the data as a scatter graph, find a regression formula to model Usain Bolt's velocity over the 100m.

Then copy graph function and paste it into the graph menu.

The screenshot shows a TI-84 Plus calculator in the graphing mode. At the top, the mode is set to 'Math', 'Rad', 'Norm1', and 'Real'. The screen displays the following functions:

- Graph Func** : Y=
- Y1** = -0.0113576214 [ — ]
- Y2** =  $\frac{d}{dx}(Y1) \Big|_{x=x}$  [ — ]
- Y3** : [ — ] (highlighted in green)
- Y4** : [ — ]
- Y5** : [ — ]

At the bottom of the screen, there are several menu options: **SELECT**, **DELETE**, **TYPE**, **TOOL**, **MODIFY**, and **DRAW**.

You can plot a graph of the derivative and this can be displayed simultaneously with your velocity function.

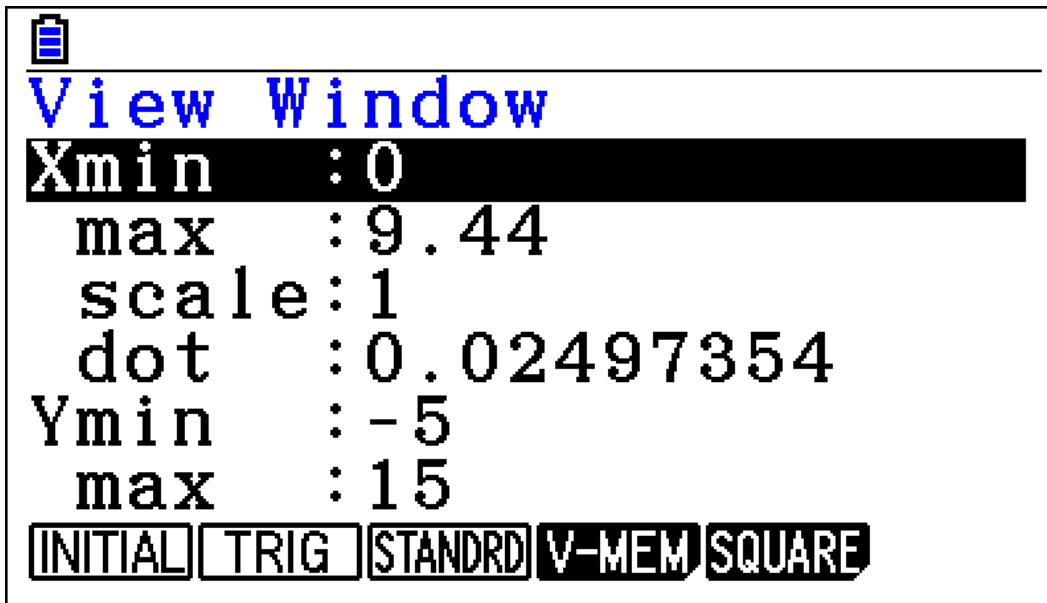
Set up the graphing option:

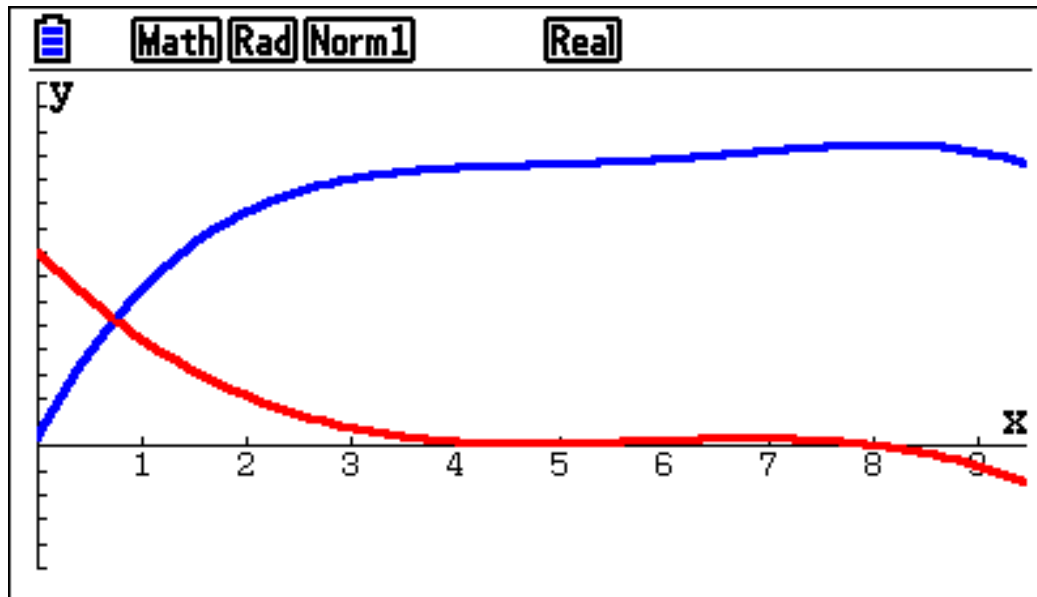
Menu 5 – Graph

Delete any graphs present F2, F1

Shift/menu to enter SET UP - Turn Simul Graph on

Shift/F3 to View Window





*Use the calculator to find:*  
total distance travelled  
maximum velocity  
maximum acceleration  
maximum resultant force in both directions  
(what extra measurement do we need to do this?)



Resources available here:

<http://mei.org.uk/casio-tasks>

Additional questions for Task 1

- At what time does the particle change direction and which graphs can you use to find this?
- How far does the particle travel before changing direction?
- How can you find the total distance travelled after the particle has changed direction?

☰ **Math** **Rad** **Norm1** **Real**

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Graph Func : Y=

Y1 =  $0.138x^2$  [ — ]

Y2 =  $\int_0^x Y1 dx$  [ — ]

Y3 =  $\int_0^{|x|} Y2 dx$

Y4 =

Y	r	Xt	Yt	X
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It is also possible to plot the integral of a function.

The first function is modelling the displacement of a minibus as it travels 100m.

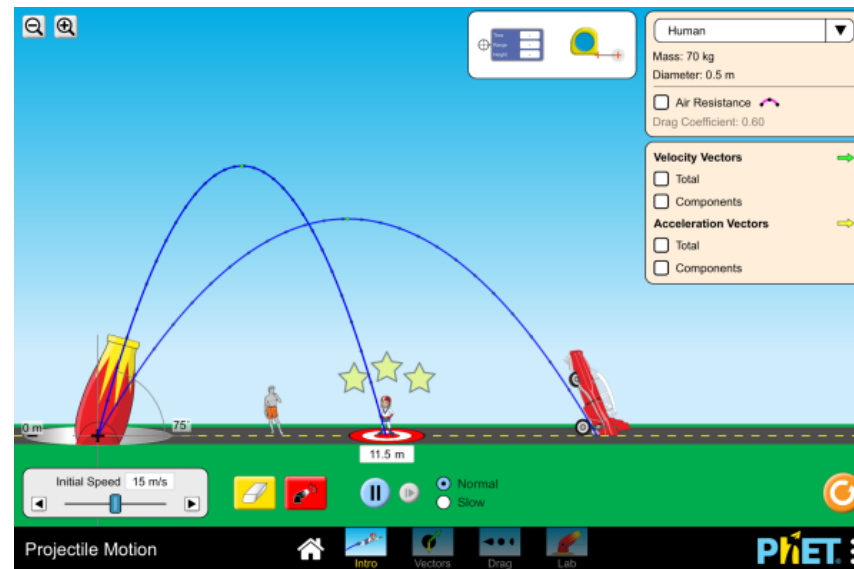
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View Window

Xmin : 0  
max : 10  
scale : 1  
dot : 0.02645502  
Ymin : 0  
max : 100

# Projectiles



- Use Phet simulations to collect data

<https://phet.colorado.edu/en/simulation/projectile-motion>

- Investigate parabolic functions on calculator

# Resolving and adding vectors to calculate resultant



- Cut out vector arrows using a 1cm:1N scale
- Glue to poster in random directions
- Guess which poster has the largest resultant
- Use protractors to find direction of vectors

# Resolving and adding vectors

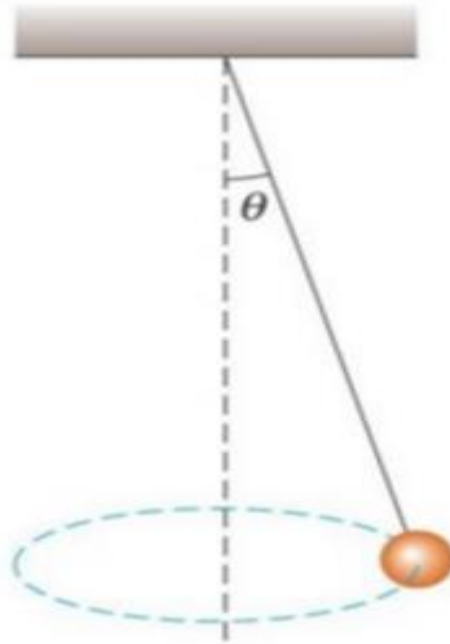
- Menu 4 – Spreadsheet
- Enter magnitudes of vectors in column A
- Enter angles in column B
- Use = to enter a formula in a cell
- Select multiple cells using SHIFT/8 – CLIP then use FILL F2 F6 F1 to enter formula
- Use = F6 F6 to sum multiple cells using : between first and last cell
- Sum perpendicular components and then recombine to find resultant

# Mechanics in Further Mathematics

## Conical pendulum

- Attach fishing weight or bob to end of string
- Use timer (on phone) to time 10 oscillations with pendulum describing a horizontal circle with a diameter equal to a 30cm ruler
- Resolve forces vertically and radially to calculate  $g$

$$\tan \theta = \frac{\omega^2}{g}$$



- Collect data from different groups using different length pendulums and use calculators to average results, or
- Write a program to calculate  $g$  after inputting time period