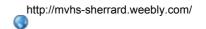
#### Wednesday, May 6/15 Science 122



- 1. Return: Test Nuclear Physics
- 2. Questions? Cutnell - Chapter 12, Page 366: #9, 11-13, 15, 17, 19 Examples - Ideal Gas Laws
- 3. Cutnell Page 412: #9-11, 13, 15, 16, 18
- 4. Number of Things
- 5. Kinetic Theory of Gases
- 6. Cutnell Page 413: #28, 30-33, 36
- 7. Thermodynamics and Systems
- 8. Zeroth Law of Thermodynamics
- 9. First Law of Thermodynamics
- 10. Thermal Processes



#### Wednesday, May 6/15 Physics 122

http://mvhs-sherrard.weebly.com/

Task Sheet #3

Rewrite -> Quiz U2-S2: IS Today or Thursday
 Test: Unit 2 - Monday, May 11/15

3. Questions?

Example: Mass on a Spring

Text: Page 608, #1-4

Page 623, #23-27, 30

Text: Page 614, #5-8

Page 623, #28, 29

Worksheet - SHM -> Optional

- 4. Formative Assessment SHM
- 5. Transfer of Charge
- 6. Law of Conservation of Electric Charge
- 7. Charging by Conduction
- 8. Charging by Induction -> To Be Continued
- 9. Electric/Electrostatic Force
- 10. Textbook: Page 638, #4-5

Handout: Charge and Coulomb's Law

11. Coulomb's Law - Three Charges



Formative Assessment - SAM

1. On the planet Fizixphun, the tregaency, mays, and length of a gendulum are 0.72Hz, 0.27Kg, and 1.9m respectively. What is the value of the acceleration one to gravity on Fizixphun?

 $\begin{array}{c}
\left(3^{6}m/s^{2}\right) \\
\frac{e \cdot d \cdot l \cdot m}{f} = 0.72 + 2 & f \\
m = 0.25 \times G
\end{array}$   $\begin{array}{c}
f = \frac{1}{2\pi} \sqrt{\frac{2}{3}} \\
f = \frac{1}{2\pi} \sqrt{\frac{2}{3}} \\
f = \frac{1}{2\pi} \sqrt{\frac{2}{3}}$   $f = \frac{1}{2\pi} \sqrt{\frac{2}{3}}$ 

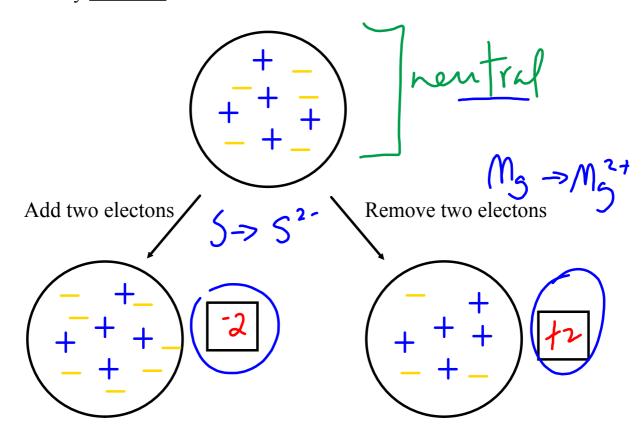
2. An object vibrates at the end
of a horizontal spring(K=p5 N/m)
Wong a triction less surface.
If the speed of the object is 2.1m/s
When its displacement 14 2.4m and
its maximum speed is 3.5 m/s, what
15 the maximum displacement of the object.

K = 125 N

5 The maximum - June 1.  $K = 125 \frac{N}{m} \qquad V = V_{max} \sqrt{1 - \frac{x^2}{A^2}}$  V = 2.4m  $V_{max} = 1 - \frac{x^2}{A^2}$   $V_{max} = 1 - \frac{x^2}{A^2}$   $V_{max} = 1 - \frac{x^2}{A^2}$   $V_{max} = 1 - \frac{x^2}{V_{max}}$   $A = \frac{x^2}{1 - \frac{y^2}{V_{max}}}$   $A = \sqrt{\frac{x^2}{1 - \frac{y^2}{V_{max}}}}$ 

### **Transfer of Charge**

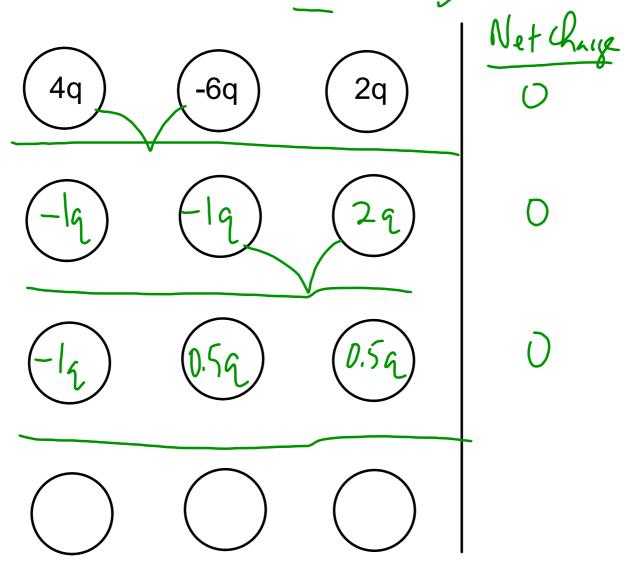
Electric charge can be transferred from one object to another. Usually <u>electrons</u> are transferred.



Separation of charge often occurs when two unlike materials are rubbed together - <u>electrification</u> by <u>friction</u>.

Electric charges are involved in chemical reactions, electric circuits and radioactive decay. In any situation, the <u>Law of Conservation of Electric Charge</u> is obeyed. Charge can't be created or destroyed. The net electric charge of an isolated system is constant.

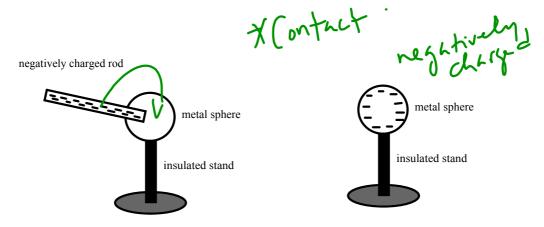
Three spheres are made of the same substance.



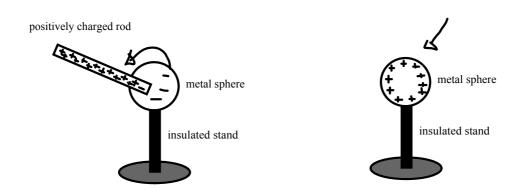
## Charging by Conduction



When a negatively charged rod touches a metal sphere, some of the excess electrons from the rod are transferred to the sphere. Once the electrons on are the sphere, they repel one another and spread out over the sphere's surface. The insulated stand prevents the electrons from flowing to the earth, where they would spread out even more. When the rod is removed, the sphere is left with a negative charge distributed over its surface.



What if a positively charged rod was used instead?

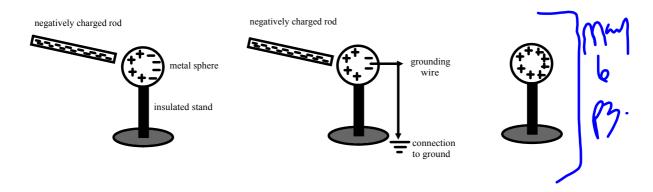


Electrons from the sphere would be transferred to the rod leaving the sphere with a positive charge.

The process of giving one object a net electric charge by placing it in contact with another object that is already charged is known as charging by conduction.

## Charging by Induction

It is possible to charge an object without contact.



The process of giving one object a net electric charge without touching the object to a second charged object is called <u>charging</u> <u>by induction</u>.

# Wednesday, May 6/15 Science 10

- 1. Quiz: Today -> SD, Certainty Rule, Precision Rule, Rearranging Equations and Metric Conversions
- 2. Understanding Concepts Page 358: #3-6, 8
- 3. Worksheet: Matching a Graph to a Story
- 4. Types of Physical Quantities
- 5. Direction
- 6. Position and Displacement