Newton’s second law states that the acceleration of an object equals the net force acting on the object over the object’s mass.

Acceleration is what causes an object’s velocity to change over time. Which means the object will speed up, slow down, or change direction.

(show force equation and acceleration)

Here are the equations for both the net force (F-net), and acceleration (A). Where mass is kilograms, distance is meters, and time is seconds.

As you can see, the more the mass the object have, the less it will accelerate due to the net force.

(show axis: force, acceleration, velocity)

Note that: force, acceleration, and velocity are all vectors. This means that they have a direction, and a magnitude.

Now let’s put this into practice, and see how it all works.

(knight enters)

Brave knight sera have brought us a wheel to demonstrate. The wheel is enchanted with magical trails to allow us to observe its motion.

(Show as pop-up pointing to LAUNCH button:)  
Press LAUNCH to begin.

(wait to finish)

(display highlight on the trail during push)

Observe how each trail’s distance starts to increase around this area. This shows us the force being applied to the wheel.

(hide highlight)

(display highlight on the trail after push, and before the cliff)

Now around this area, the distance between each trail is the same. This tells us that the net force on the wheel equals zero.

(hide highlight)

(display highlight around the fall area)

Here we can see the trails downward. From here, we can observe that the only force acting on the wheel is gravity.

(hide highlight)

(enable graph button, Show pop-up on it:)  
Press this button to show the graph of the position, velocity, and acceleration of the wheel.

(wait for graph to close)

(enable interfaces)

(show knight again)

(show goblins)

The nefarious goblins have appeared out of thin air! They are surely up to no good. Get rid of them using the wheel!