# **Gravity - Facilitator Guide**

## Learning objectives

To describe qualitatively how things fall under the effect of gravity including:

- Objects that start at the same height, take the same amount of time to fall regardless of their mass
- Mass of object has some effect on what happens when they land
- · Height from which object is released affects the way object lands

### **Science concepts**

Gravity, mass, energy

### **Materials**

#### Per group:

- 1 box filled approximately halfway with sand
- 1 steel ball bearing
- 1 aluminium ball bearing, approximately the same size as the steel ball bearings
- 1 hair clip
- 1 flashlight

## Tip

The day BEFORE the activity: Open all the boxes to allow the sand to dry during night, otherwise observing the crater may not work.

## Activity plan

#### **ENGAGE** the students:

- 1. Show pictures of the moon, mars, or other objects with craters in the solar system. Tell students, scientists need to understand gravity and how things fall on other planets/the moon, but first we have to understand how things fall on Earth
- 2. Begin by asking students about their observations about how things fall. Questions to ask include:
  - a. Why do things fall?
  - b. What falls faster, heavier things or light things?
  - c. What would hurt more, falling out of your chair or falling off the roof of your school?

- d. Would you rather have a rubber playground ball or a bowling ball dropped on your head?
- 3. Tell students that they will now do some experiments to check their ideas.

#### Let the students EXPLORE:

- 1. Write the following questions on the board
  - a. What falls faster, heavier or lighter objects?
  - b. How does height affect how things fall (and the craters they make)?
  - c. How does weight (mass) affect how things fall (and the craters they make)?
- 2. Students will be working in groups of 3-4 and should select *one* question to work on. (Once they complete one question, they can move onto the next one as time allows.)
  - a. Discuss with students the importance of changing just one thing at a time.
- 3. Have students make a prediction before they start their experiment, based on their previous knowledge and the previous discussion.
  - a. It does not matter if their prediction is "right" or "wrong" it's more important that they are able to
- 4. Bring students together in the front of the classroom to demonstrate how to do the experiment:
  - a. Show students how to use the hair clip to drop a ball bearing in the sand and how to use the flashlight on the side of the box to observe the crater made in the sand.
  - b. Throw the ball bearing at the sand, making a bigger crater. Show the students how this looks different than the one that you dropped with zero initial velocity.
- 5. Distribute the sand boxes, and ball bearings to the students
- 6. Have students repeat drops until they are confident that they have answered their question.
  - Make sure that every student gets to take a turn dropping the ball bearings.
    This ensures that everyone is participating and will minimize systematic errors due to drop technique
  - b. Make sure that students are only testing one variable at a time
    - i. Example: "When I do experiments, sometimes it is hard to know exactly what is causing the result. So I try to only change one thing at a time"
  - c. Make sure that the students are dropping (v<sub>i</sub>=0) rather than throwing the marbles. This may take some practice.
    - i. Example: "Remember when I threw the marble into the sand? It made a different crater than when I just let the marble fall. Since we are just trying to figure out what happens when things fall, maybe you should try gently letting it go."
- 7. If a group finishes early, have them test another question

### **EXPLAIN** the concepts

- 1. When students have finished their experiment, or when there are 15-20 minutes left in the class period, have each group briefly state the question(s) they tried to answer and their results
- 2. Write all of the findings on the board (correct or incorrect)
- 3. Discuss any discrepancies in the findings
  - a. If one group got an incorrect result, have the class brainstorm what experimental errors could have produced the incorrect or contradictory results. For example:
    - i. Throwing the marbles
    - ii. Not releasing them at exactly the same time
    - iii. Difficulties in seeing the size of the craters

### **EXTEND** the activity

- 4. If time and classroom setup allow show the following videos:
  - a. <a href="https://youtu.be/ZVfhztmK9zl">https://youtu.be/ZVfhztmK9zl</a> (0:47), Apollo 15 Proves Galileo Correct (feather and hammer fall at the same rate on the moon because of zero air resistance.)
  - b. <a href="https://youtu.be/E43-CfukEgs">https://youtu.be/E43-CfukEgs</a> (4:41), Brian Cox visits the world's biggest vacuum chamber, compares effect of gravity on feather and bowling ball.

# Acknowledgements

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