

Kepler's Laws

Planetary Motion

Math Dad

Law 1
E - ve - ry pla - net or-bits the Sun go - verned by gra - vi - ty E -

Law 2
They sweep out e - qual ar - e - as in e - qual times so fair They

Law 3
Square time in or - bit while re - vol - ving round the Sun

Law 1
-llip - ti - cal path Sun at a fo - cus pure ge - o - me - try

Law 2
move fast when close to the Sun and slow when way out there.

Law 3
Get the cubed length of the se - mi ma - jor a - xis run.

Law 1
Ah Ah Ke - pler's first law.

Law 2
Ah Ah Ke - pler's se - cond law.

Law 3
Ah Ah Ke - pler's third law.