

Gravity Force Lab: Basics

In *Gravity Force Lab: Basics* students observe the gravitational force that two objects exert on each other, and adjust the properties of the masses to see the effect on gravitational attraction.



Insights into Student Use

- Students may identify the "size" as a variable which affects the force, which could lead to discussions about how mass and size are related.
- We encourage students to construct their own ideas through exploration, and have found that referring directly to the "Universal Law of Gravity" may encourage some students to simply look up the relevant equation.

Model Simplifications

- The masses and distances are very large so that the gravitational force between has a more interpretable magnitude (10⁻¹-10³ N). To explore the gravitational forces between everyday objects, see Gravity Force Lab.
- By default, the masses will maintain a constant density. If the mass is increased, the radius will increase proportionally to maintain the density. If the simulation is in Constant Size mode, the radii of the masses will instead remain constant. The color saturation of the mass maps to its density (i.e. larger masses will have a more saturated color).
- The figures attached to the masses are displayed to help students understand why the objects stay apart, despite their attraction. The figure will lean further back to ______ indicate that the force exerted on the mass it is holding has increased. However, the figure is massless and does not contribute to the forces in the system.



Inclusive Features

Sound and Sonification

- A tone plays that changes with the magnitude of the force as mass OR distance change to emphasize the change on the gravitational force by either variable.
- A change in mass also plays a percussive tone that changes pitch with the magnitude of the mass and emphasizes the mass as distinct from the force sound.
- See the Sound Features Video for more useful tips on how concepts and sound are integrated in this sim. See the published Sound Design Documentation for more details on all sounds in this simulation.

Interactive Description

- This simulation features interactive description to support non-visual access, delivered only while using screen reader software. See the Introduction to Interactive Description video for more info on how to use this feature.
- Teachers can access the A11y View here to decide if this sim's interactive description meets their instructional needs. *Reminder: A11y View is not intended for student use and will not provide a good experience for learners using screen reader software.*

See the simulation page for all supported inclusive features.

Suggestions for Use

Sample Challenge Prompts

- Identify two ways you can change the amount of gravitational force that the objects experience. How could you increase gravitational force using each factor? How could you decrease gravitational force using each factor?
- If gravity is a force of attraction between objects, why aren't objects like your pencil being pulled towards you? Explain your reasoning.
- Select two different values for mass 1 and mass 2. How does the force that the smaller mass exerts on the larger mass compare to the force that the larger mass exerts on the smaller mass?
- Predict what happens to the gravitational force as the distance between the masses is doubled.
- Pick an independent variable to manipulate and design an experiment to determine what happens to the gravitational force as this variable is changed. What do you observe?

See all published activities for Gravity Force Lab: Basics here. For more tips on using PhET sims with your students, see Tips for Using PhET.