

Description of the activity to students

During this lab, you will team up with two buddies to perform an experiment that will have you explore the concepts of Uniform Circular Motion. Here are the step-by-step instructions:

1. Find two buddies by placing your name in one of the groups on the following sheet: [Lab Buddies Roster](#). If all groups already have three people in them, feel free to start a new one.
2. Meet with your lab buddies at [Circular Motion Jam](#). Grab an empty slide and brainstorm ideas on a creative name for your group by writing suggestions on a sticky note (see example on first slide). Sign your name to your suggestions, so that your buddies can see who is making the contributions. Once you agreed on a name for your group (you can do this by casting votes), change “Name” to reflect the name of your group and “#” to match the number of your group in the Lab. Buddies Roster. This Jam sheet is the place you will come back to to collaborate during this lab.
3. Read the first four pages of the Circular Motion worksheet. That will prepare you for the experiment you will do with your buddies.
4. You will input your measurements and collaborate on a group lab report using the following template: [Circular Motion Lab Report Template](#). Make a copy of this template, append your group name to the end of it (e.g. Circular Motion Lab Report The Unsinkable Three”).
5. Each lab buddy will work on a data set in page 5. You will need to choose three different hanging masses for the twirl; feel free to use the values suggested in the template.
6. Check each other’s work. Discuss your results. Do they make sense? Why or why not? Remember you can go back to your Circular Motion Jam slide to interact with your group members and to post questions and answers to other groups.
7. Fill out the lab report in collaboration with your group buddies and upload your work to Brightspace when you are done. Remember to visit the physics lab report rubric to make sure you scoop up all the points on your lab. Happy labbing!