PhET Tips for Teachers   *Electric Field Hockey*

Tips for controls:
- The sim is like looking down on an air hockey table Instead of hitting the puck, this sim makes it move by using charged bodies like the charged balloons.
- Use the *Practice* mode for testing their ideas about how charge affects motion.
- The difference between *Clear* (everything is zeroed) and *Reset* (the puck is brought back to starting point with same charges).
- The *Trace* tool is helpful to make reasoning about what affects the charges have.
- The puck in negatice by default, but there is a *Puck is Positive* option.
- The *Antialias* feature is just a programming tool; if you turn it on the resolution is better, but the program runs more slowly (less realistic).
- You may want to demonstrate how using multiple charges can be used to make a goal.

Goal!!

Important modeling notes / simplifications:
Static electricity and inertia are the only things affecting the pucks motion

Suggestions for sim use:
- For tips on using PhET sims with your students see: **Guidelines for Inquiry Contributions** and **Using PhET Sims**
- The simulations have been used successfully with homework, lectures, in-class activities, or lab activities. Use them for introduction to concepts, learning new concepts, reinforcement of concepts, as visual aids for interactive demonstrations, or with in-class clicker questions. To read more, see **Teaching Physics using PhET Simulations**
- For activities and lesson plans written by the PhET team and other teachers, see: **Teacher Ideas & Activities**
- Gold Star Activities: