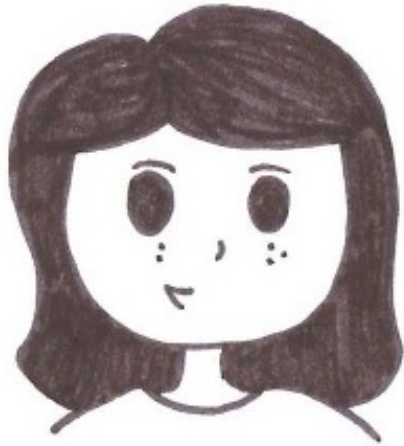


# Level One: Physics











Physics simulates the physical forces of the real world: think gravity, (Newton!), friction (scrrrape), and inertia (ahh, slow down!). To play around with these forces, you can add squares, circles, triangles, or draw your own shapes, and watch them come to life!

1. Start physics and name the activity level one before doing anything else.
2. Try out the tools listed on the next page.
3. Draw 3 lines: one straight, one with a single bend, one with two bends. Try to keep all the objects on the screen.
4. Draw circles, squares, triangles in S, M, and L sizes.
5. Draw a pentagon, hexagon, and heptagon (or just funny shapes with multiple sides).
6. Try the "Pin" feature. See what you can create with the objects that you created.
7. When you have completed level one, raise your hand and we will note your accomplishment on the game board.
8. Open Write and name this activity "Physics Notes."
9. Write what you did, learned, and liked about Physics in Level 1.

## Physics Tool Bar



	Stop and start time again, so you can build without shapes falling down while you work.
	Click and hold to draw any shape you'd like!
	Circles of any radius. Click (center) drag and release (outer edge).
	Triangles (equilateral) of any size and initial rotation. Click (center of base) drag and release.
	Rectangles of any dimension. Click (corner) drag + release (opposite corner).
	Draw as many sides as you would like. Click, drag and release for each point, to end return to the start point.
	Grab and drag existing objects around with the mouse.
	Pin a shape to the screen, it can rotate about the pin. If you want to lock a shape in place, use two or more pins to stop it rotating.