



# Level Two: Physics

1. Go back to Home again after writing in your journal, and click on Physics, and open a new Physics activity.
2. Before you do anything, be sure to name it "Level Two", saving it to your journal.
3. Level 2 starts the process of building your Level 5 Physics Machine. The first part of this machine goal is a teeter-totter, so you must think about how the screen will be divided into four parts. (See the picture on the next page.)
4. Using shapes and pins, the Level 2 challenge is to make the teeter-totter with as few objects as possible (only two is very hard) that will position the ball toward a moving bat that you will make in Level 3.
5. Consider how to stop the balls from rolling on the left-side of the screen.
6. Try to make your teeter-totter look a different than the one pictured. How do you want the balls to "fall" into the game?
7. When you have completed level two, raise your hand and we will note your accomplishment on the game board.
8. Open the Write Activity called "Physics Notes."
9. Write what you did, learned, and liked about Physics in Level Two.
10. Kevin and Chris will tell you what to expect in Level 3.

## Physics Machine

### *Example of a finished Level 5 Physics Machine*

- Break up your screen into four parts
  - Note that the black bars that separate the levels aren't actually in the activity
- The ball(s) should be able to **travel in a circle**, starting on the left side of the screen, then moving toward the right, and back to the left side again.

