

APP1 Equipment List*

Equipment	What is it Used For?	How Does It Work?	Notes and Limitations
Meter stick	measuring length in meters.	How to Measure using a Meter Stick	<ul style="list-style-type: none"> • measurements <1 mm must be estimated, that is between the marks (uncertainty of ± 0.001 m at least) • must be moved to measure larger than 100 cm/1 meter • difficult to use with moving objects • use measuring tape for larger distances • must designate TWO positions to measure a length, distance, or displacement
Balance	measuring the gravitational mass of an object in grams, kilograms, etc.	How to Use a Triple Beam Balance	<ul style="list-style-type: none"> • only measures objects that can be placed on the balance • all balances have an uncertainty of about \pm the smallest value • usually okay to use “known masses” and not measure them on a balance
Spring Scale	measures the gravitational force on a hanging object (usually in newtons) or measures pulling forces applied to the scale	Difference Between a Balance and a Scale	<ul style="list-style-type: none"> • has an uncertainty of plus/minus smallest value on scale • objects must hang from the hook in a gravitational field to measure gravitational force • not useful for forces that change rapidly (as in impulse experiments)
Stopwatch	measures the elapsed time or time interval an event takes in seconds.	How to Read and Use a Stopwatch	<ul style="list-style-type: none"> • rel. large uncertainty of plus/minus 0.1 s or even more • many events in lab take place in 1.0 s or less, making stopwatch data unreliable • compensate for unreliability by measuring events multiple times and dividing by number of events
Motion Detector	continually measures the position of an object relative to the detector. Motion detectors are often connected to graphical software to generate position-time, velocity-time, and acceleration-time graphs.	Using a Motion Detector	<ul style="list-style-type: none"> • object must ONLY move in a line back and forth in front of the detector • object must be farther than 20 cm away and less than 8 m away • nothing else can be between the object and what it is measuring • object must be reflective (soft, squishy things don't work well) • for experiment questions, you MUST EXPLAIN the placement of the motion detector(s) and what SPECIFIC QUANTITIES they will measure (a

			<p>diagram is best; this may require multiple motion detectors in one experiment)</p>
Tracks & Carts	<p>Tracks provide a low friction horizontal or inclined surface to study motion of carts. Carts have low friction wheels and can move freely along a track. This setup is usually supplemented by a motion detector.</p>	<p>Track and Cart System Overview</p>	<ul style="list-style-type: none"> ● practical low-friction object for many experiments ● carts of known mass may be used, but if objects are attached, mass should be measured on balance ● only moves in a straight line ● include fan attachment or use mass suspended from pulley to apply constant force
Force Sensor	<p>Measures the amount of force applied to the sensor in newtons. Can measure pushes (with a bumper) and pulls (with a hook). May be used handheld, attached to a stand, attached to a cart.</p>	<p>Dual Range Force Sensor</p>	<ul style="list-style-type: none"> ● has an uncertainty related to its range (available with different ranges from very small to very large) ● must connected to a computer to produce graphs of force and time (useful for impulse) ● sample rate must be increased to avoid missing brief events
Pulley	<p>Redirects the tension force in a string/rope/cable/etc. Pulleys are usually considered massless and frictionless so the tension can be constant over the pulley.</p>	<p>Pulley Redirecting Force</p>	<ul style="list-style-type: none"> ● can be ignored if small, light, and low internal friction ● if large, heavy, or has friction, its inertia (and its frictional torque) will affect experimental results
Video analysis	<p>Take slow-motion (“high-speed”) video of a moving object with an object or objects of known size in the image and examine the video to find position, velocity, and acceleration data</p>	<p>Capturing Position-Time Data from a Video Clip</p>	<ul style="list-style-type: none"> ● works well if light is good, background contrasts, object is easily visible ● camera must not move or zoom ● camera must remain perpendicular to motion
Rotary Motion Sensor	<p>Measures angular position, velocity, and acceleration, typically by a string passing over the pulley on the sensor (radians or degrees per second)</p>	<p>Vernier Rotary Motion Sensor</p>	<ul style="list-style-type: none"> ● can be used in linear mode ● relatively low uncertainty (\pm mm in linear mode)
Photogate	<p>Measures the time that the photogate's infrared beam is interrupted as an object passes through the photogate.</p>	<p>Things You Can Do With a Photogate</p>	<ul style="list-style-type: none"> ● object must pass through the photogate perpendicular to it ● very little uncertainty (milliseconds) ● with two photogates, you can record the precise beginning and end of a motion ● there are attachments for photogates that allow recordings of velocity and acceleration (I only recommend using these in rare circumstances)

*In answering AP1 Experimental Free-Response Questions, I would recommend sticking with the simple and familiar where you see a way to do that. A meter stick, stopwatch, and balance can go a long way.

mostly by Marc Reif <https://fysicsfool.wordpress.com> marc.price.reif@gmail.com

List of useful measurement techniques:

Need to find	How to find it
final speed of a dropped object (at the bottom of its drop)	<ul style="list-style-type: none"> • Use meterstick to measure initial height • Solve conservation of energy $\frac{1}{2}mv_f^2 = mgh_i$
initial speed of a bouncing object (at the start of its upward motion)	<ul style="list-style-type: none"> • Use meterstick to measure final height • Solve conservation of energy $mgh_f = \frac{1}{2}mv_i^2$
velocity, momentum, kinetic energy, before or after a collision	<ul style="list-style-type: none"> • Option 1: use meterstick and stopwatch, divide to find constant velocity of all objects before and after collision • Option 2: Use TWO motion detectors at opposite ends of track to record velocity of ALL objects before and after collision • Calculate momentum and kinetic energies from velocities and mass • Solve conservation of momentum (and possibly conservation of kinetic energy) <ul style="list-style-type: none"> ○ Totally Inelastic (one final velocity) $m_A v_A + m_B v_B = (m_A + m_B)v'$ ○ Elastic (two final velocities, kinetic energy constant) or inelastic (two final velocities, kinetic energy decreased) ○ $m_A v_A + m_B v_B = m_A v_A' + m_B v_B'$
acceleration of any object that starts from rest	<ul style="list-style-type: none"> • Use a meterstick to measure distance, stopwatch to record time • Calculate using $\Delta x = \frac{1}{2}a_x t^2$
time of flight for any dropped or horizontally-launched object	<ul style="list-style-type: none"> • Use a meterstick to measure height • Calculate using $\Delta y = \frac{1}{2}gt^2$
spring constant	<ul style="list-style-type: none"> • Attach known masses to vertical spring • Use meterstick to measure stretch • Calculate gravitational force applied to spring • Plot F vs. stretch, find slope from best-fit • slope is spring constant
period or frequency of a rotating or oscillating object	<ul style="list-style-type: none"> • Use stopwatch to record multiple cycles (10 is a good amount) • Divide total time by number of cycles to determine period • If frequency is needed, $f = \frac{1}{T}$

maximum speed of a pendulum bob	<ul style="list-style-type: none"> Calculate from initial gravitational potential energy and kinetic energy using $\frac{1}{2}mv_f^2 = mgL(1 - \cos \theta)$
gravitational force	measure mass with balance calculate using $F_g = mg$

Tips for answering Experimental Questions

- Look at the AP Equation table to remind yourself of an equation or equation that relates to the experimental question
- Draw a diagram to show where you'd place measuring tools or measured quantities.
- You may use "known masses," "carts of known mass" or springs of "known spring constant." If you add other objects to the known masses, you better have a balance.
- Kinetic energy, potential energy, momentum and many other quantities can't be directly measured. You must explain how you'd calculate them from measured quantities.
- Specify that you will measure different trials, producing different ordered pairs (vary your independent variable)
- Specify that you will repeat individual measurements and average the results to reduce the effects of uncertainty
- Plot a graph of the independent variable vs. the dependent variable
- Linearize a non-linear graph of the independent variable vs. the dependent variable
- Determine the slope from the best-fit line, not the points
- Use the meaning (physical significance) of the slope or the intercept to answer questions