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 negative 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.

Important modeling notes / simplifications:
Static electricity and inertia are the only things affecting the puck's 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:

Authors: Loeblein. last updated June 2011