**Alice Speed and Velocity**

**Purpose:** Use an interactive program to show motion allowing students to differentiate between speed and velocity

**Standards:**
PSc.1.1.1 Explain motion in terms of frame of reference, distance, and displacement.
PSc.1.1.2 Compare speed, velocity, acceleration, and momentum using investigations, graphing, scalar quantities, and vector quantities.

**Rationale:** Allows me to use an interactive device to illustrate the notes on frame of reference, speed, velocity. This is a nice visual aid that can be used to display the different terms students need to know. This activity can also be used to introduce momentum.

**Procedure:** Have a discussion about the terms frame of reference, distance, displacement, speed, and velocity. Use the Alice world to emphasize these terms. Have students define the terms using their own words and work on problems highlighting the differences between speed and velocity.

**Follow-up:** A vocabulary quiz to test word knowledge and a test on calculating speed and velocity to follow.