










## Designing a Frictional Roller Coaster With Math and Physics!

TeachEngineering

Simulation

Apply high school-level differential calculus and physics to the design of two-dimensional roller coasters.

Suggested Learning					
Time	5 : 45	Cost	0.00		
PreRequisites					
Requirements					
Skills		Focus	Level	Standard	Points
 Applied Science				<a href="#">NGSS</a>	16
 Written Communication				<a href="#">CC</a>	16
 Mathematics				<a href="#">CC</a>	16
<b>Total Skill Points</b>					<b>48</b>
<b>Knowledge Gain</b>					
Estimate the velocity of a rolling body along a curved path, considering friction forces.					
<b>Resource Link</b>					
<a href="https://www.teachengineering.org/activities/view/ind-1996-frictional-roller-coaster-design-project-calculus">https://www.teachengineering.org/activities/view/ind-1996-frictional-roller-coaster-design-project-calculus</a>					

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