

A Shot Under Pressure

TeachEngineering

Simulation










Apply understanding of projectile physics and fluid dynamics to find the water pressure in water guns

Suggested Learning

Time 2 : 00 Cost 0.00

PreRequisites

Requirements

Skills	Focus	Level	Standard	Points
 Applied Science			NGSS	9
 Teamwork				3
 Written Communication			CC	3
Total Skill Points				15

Knowledge Gain

Use projectile motion physics to determine the initial velocity of a projectile launched horizontally.

Resource Link

https://www.teachengineering.org/activities/view/cub_bernoulli_lesson01_activity1