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**Student Exploration: Wheel and Axle**

**Vocabulary:** effort, force, load, mechanical advantage, radius, wheel and axle



**Prior Knowledge Questions** (Do these BEFORE using the Gizmo.)

1. A ship captain uses a steering wheel (called a “helm”) to turn the rudder of a sailing ship. Do you think it would be easier for him to turn a large wheel or a small wheel? Explain why you think so.

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1. Which screwdriver do you think would turn a screw most easily? Circle your choice and explain why you picked the one you did.



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**Gizmo Warm-up: Dragging rocks**

The *Wheel and Axle* Gizmo shows a simple machine called a **wheel and axle**. In this machine, turning the outer wheel will also turn the inner axle. The axle is connected to a rope that pulls a **load**, or weight.

1. Drag an **athlete** to the wheel and press **Play** (****). The athlete pushes on the wheel with a certain **force**. Is the athlete strong enough to move the wheel?

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1. Click **Reset** (). Drag more **athletes** to the wheel. The total force that the athletes exert on the wheel is called the **effort**.

 How many athletes does it take to move the load? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Activity A:** **Wheel radius** | Get the Gizmo ready: * Click **Reset**.
* Remove all athletes from the wheel.
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**Question: How does the Wheel radius affect the force needed to turn the wheel?**

1. Observe: The **radius** of the wheel is the distance from the center of the wheel to the edge. Use the Gizmo to explore the question given above. (You can tell how much force is needed to turn the wheel by checking the smallest number of athletes it takes to move it. Note – all athletes exert the same amount of force.)
2. Hypothesis: How does the wheel radius affect the effort needed to turn the wheel?

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1. Collect data: Find the *smallest* number of athletes needed to turn the wheel for each combination listed below. Click **Reset** between each trial.

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| --- | --- | --- |
| **Wheel radius** | **Axle radius** | **Smallest number of athletes needed**  |
| 6 m | 4 m |  |
| 8 m | 4 m |  |
| 10 m | 4 m |  |
| 12 m | 4 m |  |

1. Analyze: How did the effort needed to turn the wheel change as the wheel radius increased?

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1. Draw conclusions: How is a wheel and axle useful? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| **Activity B:** **Axle radius** | Get the Gizmo ready: * Click **Reset**.
* Remove all athletes from the wheel.
* Set the **Wheel radius** to 12 meters.
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**Question: How does the Axle radius affect the force needed to turn the wheel?**

1. Observe: Use the Gizmo to explore the question given above.
2. Hypothesis: How do you think the axle radius will affect the effort needed to turn the wheel?

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1. Collect data: First predict the *smallest* number of athletes that will be needed to turn the wheel for each case listed below. Then use the Gizmo to test your predictions. Also fill in how far the athlete had to walk to pull the rocks from point **A** to point **B**.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Wheel radius** | **Axle radius** | **Predicted number of athletes needed** | **Actual number of athletes needed** | **Distance athlete walked** |
| 12 m | 8 m |  |  |  |
| 12 m | 6 m |  |  |  |
| 12 m | 4 m |  |  |  |
| 12 m | 2 m |  |  |  |

1. Analyze: Look at your data table to answer these questions.
	* 1. How did the effort needed to turn the wheel change as the axle radius decreased? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
		2. How did the distance the athletes walked change as the axle radius decreased? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. Extend your thinking: The wheel and axle is helpful because it reduces the effort needed to move a load. What is the “price” you have to pay for this help?

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| **Activity C:** **Mechanical advantage** | Get the Gizmo ready: * Click **Reset**.
* Set the **Wheel radius** to 10 meters.
* Set the **Axle radius** to 5 meters.
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**Question: How does a wheel and axle multiply force?**

1. Collect data: For each case, use the Gizmo to determine the *smallest* number of athletes needed to turn the wheel and the distance they walked. Click **Reset** between each trial.

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| --- | --- | --- | --- |
| **Wheel radius** | **Axle radius** | **Smallest number of athletes needed**  | **Distance athletes walked** |
| 10 m | 5 m |  |  |
| 14 m | 7 m |  |  |
| 6 m | 3 m |  |  |

1. Analyze: What do you notice? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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1. Calculate: The **mechanical advantage** (MA) is a number indicating how much a simple machine reduces the effort needed to move a load. The mechanical advantage of a wheel and axle is roughly equal to the **Wheel radius** divided by the **Axle radius**.

What is the MA when the wheel radius is 8 m and the axle radius is 2 m? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Collect data: For each setup below, calculate the mechanical advantage and record the *smallest* number of athletes it takes to move the wheel.

|  |  |  |  |
| --- | --- | --- | --- |
| **Wheel radius** | **Axle radius** | **Mech. advantage** | **Smallest # of athletes needed**  |
| 12 m | 3 m |  |  |
| 6 m | 1 m |  |  |
| 15 m | 5 m |  |  |

1. Analyze: In each example, multiply the mechanical advantage by the number of athletes.
	1. What pattern do you notice? \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
	2. Challenge: How many athletes would it take to move the load if there were no wheel and axle? (Hint: MA = 1.) \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_