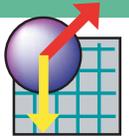


Interactive Physics™ 2004



Teaching physics has never been easier or more exciting!
Motion, sound, and touch... three steps close to reality

Kick life into your curriculum with the award-winning Interactive Physics!

- **Explore** the physical world through exciting simulations
- **Visualize** the abstract concepts taught in the classroom
- **Test** hypotheses and investigate "what-if" scenarios
- **Learn** school-to-work skills with real-world motion tools
- **Interact** with 150+ ready-to-run science experiments

-  New curriculum workbook correlated with **National and State Standards and Objectives**
-  Full-color teacher edition and black-line master student edition
-  New interactive experiments explore speed, distance, time, acceleration, force, weight, mass, gravity, and air resistance

Create your own experiments for discovery learning

- Empower your students to create, explore, and test the physical world
- Simulate contact, gravity, air resistance, electrical charge, roller coasters, ...
- Build with ropes, springs, dampers, pulleys, slots, actuators, ...
- Measure velocity, acceleration, force, momentum, and energy as numbers, graphs, and animated vectors
- Demonstrate non-intuitive concepts like centripetal and Coriolis acceleration
- Hear and measure sound volumes, sound frequencies, and Doppler effects
- Vary friction, planetary gravity, or motor properties with interactive sliders
- Create visually appealing presentations by attaching graphics to objects

Encourage hands-on, minds-on, and can-do attitude in the classroom.

*Dr. Paul Mitiguy
Associate Consulting Professor
Stanford University*

IP2004 new features for Windows users:

- Curriculum workbook
- Haptic mouse - Feel the simulation
- Interactive colors
- DC motors
- Generic constraints

Includes:

- Windows/Macintosh hybrid CD
- 150+ pre-made physics experiments
- Printed user manual
- Curriculum workbook with 34 experiments
- Black-line master student edition (for 10+ users)

System requirements:

Windows: Microsoft Windows NT 4.0 or Windows 95/98/Me/2000/XP, 64 MB RAM minimum, 60 MB hard disk space, CD-ROM Drive, Sound card for sound experiments

MacOS: PowerPC-based system, MacOS System 7.1 or above, 64 MB of physical RAM, 60 MB hard disk space, CD-ROM Drive

