# General announcements

- *Test 2* is <u>Wednesday</u>
  - ~2/3 vectors (see Vector Practice Problems on class Website - be able to do those sorts of questions in both unit vector and polar notation)
  - ~1/3 projectiles (a couple of problems involving 2D motion as we've done in class)
  - Probably a few multiple choice questions (see practice MC on Website)
  - There will be a *Chipotle night* Monday from 5:30-7:00 pm

- *TILTED TABLE LAB*:
  - Due after Trips Week. . .

- *TO CATCH A BALL* LAB:
  - Friday is the day of judgement! We'll see what you've got…

# To Catch A Ball

- *You and your partner(s)* have a few minutes to chat and see if you're on the same page.

- Take your data to determine your velocity.

- **At <u>NO POINT</u> should the ball be allowed to roll off the table onto the floor while taking preliminary data. You will automatically lose 5 points if this happens.**

- Once you have your data, *calculate and predict the location of the cup* to catch the ball. When you have a distance you all agree on, just wait. We will all make our run at the same time . . . (oh, the fun!!!).

- *If, for some reason,* we test at different times, once you've tested and are waiting for others to finish, try **problems 3.27 and 3.32 and 3.29** (on class Website in the XtraWrk PDF).

# To Catch a Ball lab