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			NGSS	16
Written Communication			CC	16
Mathematics			CC	16
	Total Skill Points			**48**

Knowledge Gain

Estimate the velocity of a rolling body along a curved path, considering friction forces.

Resource Link

https://www.teachengineering.org/activities/view/ind-1996-frictional-roller-coaster-design-project-calculus