# Introduction to the TI – 83+ Graphing Calculator

#### <u>Lists:</u>

Graphing calculators store data in <u>lists</u>. Pressing the  $\varpi$  button can access these lists. This will give you a screen that looks like this:



Once in this screen, use the arrow keys ( ~ | ) to highlight the **EDIT** function and select **1:Edit**. This will bring you to the lists screen:



You can create up to 20 lists in the list editor.

Six lists are pre-named (L1 – L6). You can define more lists and name them with numbers or text. Each list can have up to 999 elements or data points. You cannot rename lists 1 – 6. You can create a new list and name it anything you want. A list name can be 1 to 5 characters long. The first character must be a letter. Characters 2 - 5 can be any combination of letters or numbers At the middle school level, the pre-named lists are usually sufficient.

### To clear data from lists:

- 1. Press\_
- 2. Press MEM (the ∴ key)
- Press 4:CIrAllLists. This clears all lists so you can start fresh with new data. Press β.

4. You can also clear the lists by using the arrow keys (  $\sim~|~$  )to highlight the List you want to clear, and pressing ' ~ , then  $\beta.$ 



### To enter new data into lists:

- 1. Traditionally, **L1** is used for the independent variable, and **L2** is used for the dependent variable. A LabPro<sup>™</sup> will send data to the calculator this way.
- 2. Use the arrow keys (  $\sim$  | ) to highlight the first empty space in a list.
- 3. Enter the number into the list. Press enter after each number.

#### To remove a number from the list:

1. Highlight the number, Press / (Delete).

### DIM Error or DIM mismatch:

1. When this message appears on the calculator screen, your lists do not have an equal amount of data in each,

### Using Lists for arithmetic or statistical operations:

There are two general methods General Instructions for Adding the Numbers in a List:

#### Method 1:

- 1. Enter data into List 1 (any empty list can be used)
- 2. Use arrow keys ( ~ | ) to move to the bottom of the list.



3. Press –, then [LIST] (the  $\varpi$  key ). Your calculator screen will look like this:

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3≣L3  4■ _0		
5:1 6		
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7:RES1	D	

4. Use the arrow keys ( ~ | ) to highlight **MATH**. You will see a selection of mathematical operations from which to choose:

The ↓ indicates that there are more choices. Use the # to see them.	NAMES OPS <b>Minut</b> Memin( 2:max( 3:mean( 4:median( 5:sum( 6:sum( 6:etd0(
	7↓stdDev(

- 5. Select **5** : **sum(** by using # to move to 5 and pressing  $\beta$ , or by simply pressing P on the calculator.
- 6. The calculator screen will show **sum(** followed by a flashing cursor:



7. Enter List 1 by pressing – , then [L1] (the 1 button) Press E to close the parentheses.

	L1	L2	L3	1
	2.000 3.000 4.000 5.000 6.000			
<b>&gt;</b>	14(7)	ma ( L. a.)		-
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8. Press  $\beta$ . The sum of the list will appear on the screen in the last empty space in the list.



#### Method 2:

- 1. Enter data into List 1 (any empty list can be used)
- 2. Use # to move to the bottom of the list.
- 3. Clear the home screen by pressing –, then [QUIT] (the z key)).
- 4. Press –, then [LIST] (the  $\varpi$  key ). Your calculator screen will look like this:

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2 L2 3 L 3		
4 L i		
6 Le		
[7:RES]	[]	

5. Use the arrow keys ( ~ | ) to highlight **MATH**. You will see a selection of mathematical operations from which to choose:

The ↓ indicates that there are more choices. Use the # to see them. NAMES OPS **DES 1111** 2:max( 3:mean( 4:median( 5:sum( 6:prod( 74stdDev(

6. Select **5** : **sum(** by using # to move to 5 and pressing  $\beta$ , or by simply pressing P on the calculator. Your calculator screen will look like this:



7. Enter List 1 by pressing –, then [L1] (the 1 button) Press E to close the parentheses.



8. Press  $\beta$  for the answer.



#### To perform other arithmetic or statistical operations on numbers in a list:

- 1. Repeat the steps in either method 1 or 2
- 2. Select appropriate operation from the Math menu

NAMES OPS <b>Minu:</b>	Choice on 1 <sup>st</sup>	NAMES OPS <b>Minut</b>
M <b>in</b> in(	Screen.	21max(
2 max( 3 mean( 4 median( 5 sum( 6 prod( 7↓stdDev(	Arrow down to 2 <sup>nd</sup> Screen for more Choices	3:mean( 4:median( 5:sum( 6:prod( 7:stdDev( 8 <b>:</b> variance(

## <u>Step – by – step example:</u>

Find the average of these data using method 1:

Group #	Distance	Group	Distance
	in cm	#	in cm
1	23.4	6	23.9
2	21.4	7	22.9
3	22.5	8	22.7
4	23.6	9	23.1
5	24.0	10	23.4

- 1. Clear all lists Press , Press MEM (the  $\therefore$  key). Press **4:ClrAllLists**. This clears all lists so you can start fresh with new data. Press  $\beta$ . Or, you can also clear the lists by using the arrow keys ( ~ | )to highlight the List you want to clear, and pressing ', then  $\beta$ .
- 2. Press  $\varpi$ . Select **1:EDIT**. Use #to highlight the first space under **L1** (List 1).



- 3. Enter 23.4. Press  $\beta$ .
- 4. Enter 21.4. Press  $\beta$ .
- 5. Continue until all data is entered

<b>T</b> I	L2	L3 1
23.400 21.400 22.500 23.600 24.000 23.900 22.900		
L1 = {23.400,21.4		

6. The cursor should be at the bottom of the list, if not, use #to move to the bottom



- 7. Press –, then [LIST] (the  $\varpi$  key ).
- 8. Use the arrow keys (~ | ) to highlight MATH.
- 9. Select 3: mean( by using # to move to 3 and pressing β, or by simply pressing [ on the calculator. Your calculator screen will look like this:



**10.** Enter List 1 by pressing – , then [L1] (the 1 button) Press E to close the parentheses.

11. Press  $\beta$ . The mean of the list will appear on the screen in the last empty space in the list.



- 12. Try it again using method 2 Enter data into List 1 Use # to move to the bottom of the list.
- Clear the home screen by pressing –, then [QUIT] (the z key)).
- 14. Press –, then [LIST] (the  $\varpi$  key ).
- 15. Use the arrow keys (  $\sim$  | ) to highlight MATH.
- 16. Select **3: mean(** by using # to move to 3 and pressing  $\beta$ , or by simply pressing [ on the calculator.
- 17. Enter List 1 by pressing –, then [L1] (the 1 button) Press E to close the parentheses.
- 18. Press  $\beta$  for the answer.

The TI – 83+ will make 5 different types of graphs or plots:

- Scatter plot
- XY line graph

- Box plot
- Modified box plot
- Histogram

#### General Instructions for Making a Graph:

- 1. Enter data into the calculator
- 2. Establish the viewing area for the graph -
  - Press p to manually set the viewing area



Xmin is the minimum number on the x - axis. Xmax is the maximum number on the x - axis. Xscl is the scale on the x - axis. Ymin is the minimum number on the y - axis. Ymax is the maximum number on the y - axis. Yscl is the scale on the y - axis.

#### ---- OR ----

• Press q ; #to 9: ZoomStat to automatically set the window (a good option for middle school)

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- 3. Plotting the graph
  - Press –, Press [STAT PLOT] (the o button)
  - Select 1:Plot 1, Highlight "On" to turn graph on.

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- Press  $\beta$ . # to select **Type**:
- Press β



- Continue to arrow down to choose the features and select lists for the type of graph you have chosen.
- Use ~ | to choose your mark. Press  $\beta$ .
- Press s
- 4. To trace your graph, press r r and use the ~ | to move around the graph

### <u>Step – by – step example:</u>

Plot this data on an x-y line graph:

Time after exercise (min)	Heart rate after exercise
0	200
5	180
10	160
15	140
20	120
25	100

- 1. Enter the time data in List 1
  - Use ~ | to highlight List 1
  - Enter **0**, press  $\beta$
  - Enter **5**, press  $\beta$
  - Continue until all data is entered
- 2. Enter the heart rate data (responding variable) in List 2
  - Use ~ | to highlight List 2
  - Enter **200**, press  $\beta$
  - Enter **180**, press  $\beta$
  - Continue until all data is entered

L1	L2	L3 3
0.000 5.000 10.000 15.000 20.000 25.000	200.00 180.00 160.00 140.00 120.00 100.00	
L3(1)=		

- 3. Establish a viewing area for the graph, Press p
  - The Xmin is 0, the lowest number on the X-Axis
  - The Xmax is 25, the highest number on the X-Axis
  - The Xscl is 5, or the scale you wish to use on the X-Axis
  - The Ymin is 0, the lowest number on the Y-Axis
  - The Ymax is 200, the highest number on the Y-Axis
  - The Yscl is 50, or the scale you wish to use on the Y-Axis
  - Leave the Xres at 1

WINDOW	
Xmin=0_	
Xmax=15	
ASCI-J Vmin=0	
Ymax=200	
Ysc1=50	
Xres=1	

- 4. Press –, Press [STAT PLOT] (the o button)
- 5. Select **1:Plot 1.** Highlight **On**. Press  $\beta$
- 6. Use ~ | to choose x-y line graph (**2<sup>nd</sup> icon**). Press  $\beta$
- 7. Choose the mark you want to use. Press  $\beta$

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Xlist:L1	
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8. Press s



#### To use ZoomStat to view the graph:

- 10. After the data is entered, Press –, Press [STAT PLOT] (the o button)
- 11. Highlight **ON**, press  $\beta$
- 12. Use the ~ | to highlight the line graph icon (the second icon)
- 13. Use the ~ | to move to Xlist. If the calculator does not read **Xlist:L1**, press 2<sup>nd</sup>, L1 (the 1 key).
- 14. Use the ~ | to move to the Ylist. If the the calculator does not read **Ylist:L2**, press –, L2 (the Z key).
- 15. Use the ~ | to select the mark you wish to use for your graph.
- 16. Press q
- 17. Select 9:ZoomStat

Name\_\_\_\_

## Reaction Time I

### Materials:

30 cm metric ruler

TI 83/83+ Graphing calculator

## Procedure – Part 1:

- 1. Work with a partner.
- 2. Set up your calculator to collect your data:
  - a. Press <sub></sub>.

~	
Choose 1:Edit	<b>SINGL</b> CALC TESTS
$\rightarrow$	HEGit
	2.SortAC
	3:SortD(
	4:ClrList
	5:SetUpEditor

### b. Select 1:Edit

Clear the lists if needed. Use the arrow keys (  $\sim$  | ) to highlight the List you want to clear, and pressing', then  $\beta$ .

<b>T</b>	L2	L3 1
11 =		

- 3. Hold the 30 cm end of the ruler with your thumb and forefinger (pointing finger) so that the 0 cm end of the ruler is pointing towards the ground.
- 4. Have your partner put their thumb and forefinger on either side of the ruler, *without touching the ruler*, at the 0 cm end.
- 5. Drop the ruler and have your partner catch it as quickly as possible as it falls.
- 6. Enter the distance the ruler dropped in List 1.
- 7. Repeat 9 times for a total of 10 trials.
- 8. Delete the highest and lowest numbers in your list by using  $\# \exists$  to highlight the numbers and pressing /.
- 9. Find the mean (average) of your data:
  - a. Press –, then [LIST] (the  $\varpi$  key ).
  - b. Use the arrow keys ( ~ | ) to highlight **MATH.**
  - c. Select **3: mean(** by using # to move to 3 and pressing  $\beta$ , or by simply pressing [ on the calculator.
  - d. Enter List 1 by pressing –, then [L1] (the 1 button) Press E to close the parentheses.
  - e. Press  $\beta$ . The mean of the list will appear on the screen in the last empty space in the list.
- 10. Record your mean in the data chart.

- Switch jobs with your partner and repeat the procedure.
   Record the means of your classmates in the data chart.

### Data Part 1:

Class Data			
Name	Mean	Name	Mean

Were all of the means the same? Why or why not? Explain your results:

### **Procedure – Part 2**:

1. Clear List 1 and enter the class means into it.

- 2. Use the Distance / Time data sheet to find out the time it took to grab the ruler, and enter that data into List 2.
- 3. Create a scatterplot of the data:
  - a. Press –, Press [STAT PLOT] (the o button)
  - b. Select **1:Plot 1**, Highlight "**On**" to turn graph on.



c. Press  $\beta$ . # to select **Type**: Select scatterplot (the 1<sup>st</sup> icon). Press  $\beta$ .



- 4. Use # to move down the screen. Use ~ | to choose the mark you want to use on the graph. Press  $\beta$ .
- **5.** Press q ; #to **9: ZoomStat**. Your scatterplot will be shown on the calculator screen.

#### Data – Part 2:

Distance / Time Data Sheet			
Distance (cm)	Time (sec)	Distance (cm)	Time (sec)

1	0.05	16	0.18
2	0.06	17	0.19
3	0.08	18	0.19
4	0.09	19	0.20
5	0.10	20	0.20
6	0.11	21	0.21
7	0.12	22	0.21
8	0.13	23	0.22
9	0.14	24	0.22
10	0.14	25	0.23
11	0.15	26	0.23
12	0.16	27	0.23
13	0.16	28	0.24
14	0.17	29	0.24
15	0.17	30	0.25

Sketch your scatterplot below:



What does the shape of the graph tell you about the data?

## **Reaction Time II**

**Background Information**: Sensory neurons get information from the environment and send it to the brain or spinal cord. This information is called a stimulus. A stimulus

is any change in the internal or external environment that causes a response. Sights, sounds, temperature, and smells are all stimuli. Motor neurons take messages away from the brain and spinal cord. They tell muscles to contract or relax. Motor neurons provide a response to stimuli. The speed that a person reacts to an external stimulus is called reaction time.

## The Task:

Design an investigation to explore stimulus – response and reaction time.

## Think About:

What do you already know? What would you like to find out? How will you find out what it is you want to know?

## What To Do:

Decide what question you want to answer. Develop a hypothesis for the question. Design an investigation to test your hypothesis. Record your results. Draw a conclusion. Share your investigation with the rest of the class.

## **Calculating a Mathematical Model:**

The graphing calculator can be used to compute a linear regression and draw a line of best fit.

## General Instruction for drawing a line of best fit:

- 1. Enter all data for X in L1.
- 2. Enter all data for **Y** in **L2**.
- 3. Check your data to make sure your coordinates are paired.
- 4. Press –, Press [STAT PLOT] (the o button).
- 5. Select 1: Plot 1. Select On. Press  $\beta$ .
- 6. # to the scatterplot (the first icon). Press  $\beta$ .
- 7. Check to make sure the Xlist is L1 and the Ylist is L2.
- 8. Select the **mark** that will indicate the type of point you want for the graph.



Although we can manually set the window to fit the graph, we will let the calculator do it for us:

Press q , Select 9: ZoomStat

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10. If the trend of the graph is linear, that is, looks like it should be a straight line, then:

11. Press  $\varpi$ . Arrow to **CALC**.



12. Select 4:LinReg (ax + b) The calculator screen should read:



13. Press }.

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17:String

14. Arrow to Y-Vars. Select 1:Function.

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15. On the FUNCTION screen, select 1: Y1,

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16. The calculator screen will display:



17. Press  $\beta$ . This will give you the values for a and b in your linear equation in the form of y = ax + b.



18. Press &. This will give you the equations with the a and b values in it.

2011 Plot2 Plot3 \Y18 -1X+12	Sample Data
\Y2= <b>◄</b>	
\Y3= \V6=	
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19. Press \*. The calculator will show the data points and line.



20. Press –. Press ı ( the \* key). You can arrow down to extend the graph or extrapolate based on the linear equation, not the lists.



The Line of Best fit can also be drawn without going through the algebra:

1. Follow steps 1 – 17, until you come this screen:

LinRe9 9=ax+b a=-1 b=12	

2. Press q , select **9:ZoomStat**, and the line will be drawn on the screen.

# Introduction to the LabPro<sup>™</sup> Data Collection Interface

The LabPro<sup>™</sup> can be used several ways: with a Texas Instruments graphing calculator, with a computer, or as a stand-alone data logger. The LabPro can be used with 4 AA batteries or an AC power adaptor. When you use the AC adaptor, the LabPro runs through a self-test – you hear a series of beeps and see blinking lights at a successful start up.

### Using the LabPro<sup>™</sup> with a Graphing Calculator: Set up the calculator and LabPro:

- 1. Slide the calculator cradle on to the LabPro until it snaps into place.
- 2. Put the upper end of the calculator into the cradle, press down on the lower end until the calculator snaps into place.
- 3. Plug the link cables into the bottoms of the LabPro and calculator.

### Installing calculator programs or applications (apps):

The LabPro comes with the DataMate program stored in it. The program is probably not on your calculator, so it will have to be transferred from the LabPro to the calculator:

- 1. Set up the calculator to receive the program:
  - a. Press y , then [LINK].

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2:HII 3:Pr9m… 4:List		
5 Lists 6 GDB…	to	т182
7↓Pic		

b. Use ~ to select receive.



- c. Press  $\boldsymbol{\beta}.$  The calculator is now waiting to receive information.
- 2. Press the **Transfer** button on the LabPro. (Left button). The calculator screen will show the programs being loaded.
- 3. When the program is finished loading this screen will be displayed:



4. Double check that the programs have been loaded by pressing 8 on the TI - 73 and 83 and 9 on the TI - 83 +.

Other programs such as CHEMBIO, PHYSCI, and PHYSICS can be downloaded from the Vernier website (<u>http://www.vernier.com/</u>) using a TI GraphLink cable. These programs are very easy to use.

There are also programs written for specific lab activities that are available from several different websites and Texas Instruments resource CD's. Instructions for downloading and installing these programs can be found in the appendix.

#### Connecting probes & sensors:

There are two different types of sensors: analog and digital. Analog sensors include temperature probes, force sensors, and pH sensors. You can use up to 4 analog probes / sensors at one time with the LabPro. The 4 jacks for these sensors are labeled CH1, CH2, CH3, CH4.

Digital sensors include the motion detectors and photogates. You can use up to 2 digital probes / sensors at one time. The 2 jacks for these sensors are labeled DIG / SONIC 1, DIG / SONIC 2.

Always use the lowest numbered jack available.

Older probes, like those used with the original CBL's may need an adaptor to be used with the LabPro. These can be purchased for about \$5.00 from Vernier.

#### Collecting data:

General instructions for collecting data -

- 1. Plug the probe you wish to use into CH1 or DIG / SONIC1.
- 2. Press 8 (TI- 73, TI 83) or 9 (TI 83+)

3. Select **DataMate**. *It may not be 4*, the location will vary depending on what other programs are loaded in the calculator. The calculator will display this screen:



4. The calculator is able to automatically identify some sensors. If communication with the LabPro is successful you will see this screen:



5. If any type of error messages appears, double check all connections.

### Step-by-step example:

Use the temperature probe to find the temperature of the air, your hand, and water.

- 1. Put a temperature probe into CH1 of the LabPro.
- 2. Press 8 (TI- 73, TI 83) or 9 (TI 83+)
- 3. Select DataMate
- 4. The program will set up the experiment for 180 seconds.
- 5. Select 2:Start to begin.





- 6. A graph will appear on the calculator screen as the data are collected.
- 7. Data collection can be stopped at anytime by pressing  $\Xi$ .
- 8. When the data collection is finished, a scaled graph will be displayed in the calculator screen:



9. Use ~ | to trace along the data points along the graph.

Name\_\_\_\_\_

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## Materials:

LabPro with pH sensor Beaker Straw Graphing Calculator Distilled water Indicator Solution

## Procedure:

- 1. Pour 100mL indicator solution into the beaker.
- 2. Use the straw to blow into the solution for 1 minute. Observe & record any changes.
- 3. Replace the used indicator solution with 100mL of fresh solution.
- 4. Jog IN PLACE for one minute.
- 5. Use the straw to blow into the solution for 1 minute. Observe & record any changes.
- 6. Pour 100mL of distilled water into the beaker.
- 7. Put the pH sensor in the water.
- 8. Set up the LabPro to collect pH data:
  - a. Put the pH probe into CH1 of the LabPro.
  - b. Turn the LabPro & calculator  $\perp$  .
  - c. Press 9 Select DataMate.



- 9. Take the sensor out of the bottle, place it in the beaker of water. Select 2:Start on the calculator and use the straw to blow into the solution for 120 seconds. Observe the graph created on calculator.
- 10. Use  $\sim$  | to trace along the data points along the graph.
- 11. Replace the water with 100mL of fresh distilled water.
- 12. Jog IN PLACE for one minute.
- 13. Repeat the data collection.

### Data:

Create a chart or table to record your observations:

### Analysis:

Respiration and breathing are not the same thing. **Breathing** is the movement of the chest that brings air into the lungs and takes away waste gases. When we breathe in, or inhale, the air that comes into the lungs has oxygen. Oxygen goes from the lungs into the circulatory system because there is less oxygen in the blood than there is in the lungs. Remember osmosis? Osmosis happens when molecules move from an area of high concentration to an area of low concentration. *Oxygen goes from the lungs in to the blood by osmosis*. This is called **gas exchange**. Then the blood carries the oxygen to cells all over the body.

At the same time, the digertive system sends glucose from digested foods to the same cells. The oxygen and glucose combine in a chemical reaction to make energy. This chemical reaction is called **cellular respiration**.

This reaction cannot take place without oxygen.

Carbon dioxide and water molecules are waste products of cellular respiration.

Carbon dioxide & water are carried back to the lungs in the blood. Exhaling, or breathing out, takes the carbon dioxide and some water out of the body.

The chemical formula for respiration looks like this:

 $C_{s}H_{2}D_{s}$  +  $GD_{2}$   $\rightarrow$   $GCD_{2}$  +  $GH_{2}D$  + Energy

- 1. Why does your body need oxygen?
- 2. Describe respiration in your own words.
- 3. How do waste products get into the blood?
- 4. Describe the basic function of the respiratory system.
- 5. Why would a single-celled organism not need a respiratory system?
- Does exercise affect the amount of carbon dioxide (CO<sub>2</sub>) our respiratory systems produces? Use evidence to support your answer.

- 7. What was the independent variable in both experiments?
- 8. What was the dependent variable in both experiments?
- 9. Which experiment produced the best data? Explain your answer.

## <u>Using the LabPro™ with a Computer:</u>

To use a LabPro with a computer, Logger Pro software must be installed on the computer.

## Setting up to use Logger Pro:

1. Connect the LabPro to the computer.



- a. If you are using a serial port connect the LabPro end of the serial cable to the **|o|o|** port on the LabPro and the other end to the computer.
- b. If you are using a USB port slide back the door to the USB port on the LabPro and connect the end of the USB cable to the LabPro and the other end to the computer.
- 2. Plug the probe you wish to use into CH1 or DIG / SONIC1.
- 3. Open the Logger Pro program.
- 4. You will see this toolbar:

👘 Logger Pro - Untitled - [Graph Window]										
<u> </u>	<u>E</u> dit	E <u>x</u> periment	<u>D</u> ata	Analyze	⊻iew	<u>S</u> etup	$\underline{W} indow$	<u>R</u> emote	<u>H</u> elp	
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and an appropriate screen for the sensor / probe you are using, if an Auto-ID probe is connected to the LabPro.



#### <u>Step-by-step example:</u>

- 1. Connect the LabPro to the computer.
- 2. Connect a motion detector to the LabPro. Use the DIG / SONIC port.
- 3. Open the Logger Pro program. The program will Auto ID the sensor and display this screen:



### 4. Go to View, then Graph Layout:

ftr:Logger Pro - Untitled - [Graph Window]										
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5. Choose the **One Pane** option, click OK



6. A distance / Time graph will be displayed:



- 7. Place the motion detector on a level surface so that nothing is moving in front of it.
- 8. Click the **Collect** button to begin collecting data:





9. Move the motion detector around, a distance graph will be displayed on the screen.



11. The statistics for the data will be displayed at the top of the graph:



12. Go to View, Graph Options

🕅 🖯 Logg	er Pro	o - Untitled	- [Grap	oh Winde	ow]					
<u> </u>	<u>E</u> dit	E <u>x</u> periment	<u>D</u> ata	Analyze	View	<u>S</u> etup	<u>W</u> indow	<u>R</u> emote	<u>H</u> elp	
2	9	<b>≱</b> ⊛(⊖		 ×:?	Gr	aph Opti	ions		I 🕨	Collect
					<b>Gr</b> 70	aph <u>L</u> ayı Iom Io	out	4	titled	

13. You will see a dialog box with options for your graph, make sure the Graph Features tab is selected:



## Using Logger Pro Labs:

- 1. Labs developed for Vernier sensors are included in the Logger Pro software. These same labs are in the Middle School with Computers, Chemistry with Computers, and etc activity books.
- 2. To use these labs, go to File, choose Open:



3. Double click on Middle School with Computers and you will see every experiment available to you:

Open		? ×
Look in: 🖂 _Middle School with	Computers 🔽 🗈 🖄 🖆	
<ul> <li>Exp 01 A Hot Hand</li> <li>Exp 02 Heat Land and Water</li> <li>Exp 03 Greenhouse Effect</li> <li>Exp 04 Relative Humidity</li> <li>Exp 05 Soil Study</li> <li>Exp 06 Radiant Energy</li> <li>Exp 07 Reflectivity of Light</li> <li>Exp 08 Schoolyard Study</li> <li>Exp 10 What Causes Seasons</li> <li>Exp 11 Solar Homes</li> <li>Exp 12 Ocean Floor Mapping</li> <li>Exp 13 Boiling Water</li> </ul>	<ul> <li>Exp 14 Freezing Water</li> <li>Exp 15 How Low Can You Go</li> <li>Exp 16 A Good Cold Pack</li> <li>Exp 17 Lemon Juice</li> <li>Exp 18 Get a Grip</li> <li>Exp 19 Fun with Pressure</li> <li>Exp 20 Hard Water Study</li> <li>Exp 21 Diffusion</li> <li>Exp 22 Water Field Study</li> <li>Exp 23 Shaq vs Susie</li> <li>Exp 24 Yeast Beasts</li> <li>Exp 25 Heart Rate Position</li> <li>Exp 26 Heart Rate Exercise</li> </ul>	<ul> <li>Exp 27 Magnetic Field</li> <li>Exp 28 Electromagnets</li> <li>Exp 29 Friction</li> <li>Exp 30 First Class Levers</li> <li>Exp 31 Pulleys</li> <li>Exp 32 Buoyancy</li> <li>Exp 33 Graphing Motion</li> <li>Exp 34 Velocity</li> <li>Exp 35 Indy 100</li> <li>Exp 36 Crash Dummies</li> <li>Exp 37 Falling Objects</li> </ul>
Object name: Dbjects of type: Logger Pro Exper	iments	Open Cancel

# The Indy 100

## Materials:

LabPro Interface 1.8m board Meter stick Toy car Motion Detector Several books Masking tape

### Procedure:

- 1. Set up the computer to do the experiment:
  - a. Go to File, Open, click Middle School With Computers, then select EXP 35 Indy 100

Open		?×
Look jn: 🖂 _Middle School with	Computers 💌 🗈 🖄 🖻	
<ul> <li>Exp 01 A Hot Hand</li> <li>Exp 02 Heat Land and Water</li> <li>Exp 03 Greenhouse Effect</li> <li>Exp 04 Relative Humidity</li> <li>Exp 05 Soil Study</li> <li>Exp 06 Radiant Energy</li> <li>Exp 07 Reflectivity of Light</li> <li>Exp 08 Schoolyard Study</li> <li>Exp 10 A Good Sock</li> <li>Exp 11 Solar Homes</li> <li>Exp 13 Boiling Water</li> </ul>	<ul> <li>Exp 14 Freezing Water</li> <li>Exp 15 How Low Can You Go</li> <li>Exp 16 A Good Cold Pack</li> <li>Exp 17 Lemon Juice</li> <li>Exp 18 Get a Grip</li> <li>Exp 19 Fun with Pressure</li> <li>Exp 20 Hard Water Study</li> <li>Exp 20 Hard Water Field Study</li> <li>Exp 23 Shaq vs Susie</li> <li>Exp 24 Yeast Beasts</li> <li>Exp 25 Heart Rate Exercise</li> </ul>	Exp 27 Magnetic Field     Exp 28 Electromagnets     Exp 29 Friction     Exp 30 First Class Levers     Exp 31 Pulleys     Exp 32 Buoyancy     Exp 33 Graphing Motion     Exp 34 Velocity     Exp 35 Indy 100     Exp 36 Crash Dummies     Exp 37 Falling Objects
Object <u>n</u> ame:		<u>O</u> pen
Objects of type: Logger Pro Expe	riments	Cancel
🔽 Open as <u>r</u> ead-	only	

b. You will see this screen:

Open		? ×
Look jn: 🔄 Exp 35 Indy 100	- E Ø ř 🔳	
👘 Exp 35 Motion.MBL		

c. Open Exp 35 Motion MBL to get this screen:
Eile	<u>E</u> dit E <u>x</u>	periment <u>D</u> ata <u>A</u> n	ialyze <u>V</u> iew <u>S</u> eti	up <u>W</u> indow <u>F</u>	<u>R</u> emote <u>H</u> elp						
é		$\mathbb{A} \oplus \mathbb{Q} \otimes \mathbb{Q}$	12 X:2 M: STRT		<u>•</u>	I► Collect					
	Graph W	indo <del>w</del>						🗖 Table	: Window		
Г			1	he Indy 100						Latest	<u> </u>
1	N <sup>3.0</sup> □							All	Time	Distance	Velocity
									(S)	(meters)	(m/s)
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	2.5							3			
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	C	I. Collect	data by	Clickin	g				_	_	
										10	
	F	e Examin	e the sto	itistics o	of the ex	nerime	ent by	click	ina	जना	

2. Follow the procedure on page 35 – 1 of Middle School Science With Computers.

### Using Teacher-made Labs:

You are not limited to using labs included with Logger *Pro*. It is very easy to set up the computer for any activity.

- 1. Plug in the sensor you want use for the lab.
- 2. Go to File, select New:



3. If the sensor is an Auto-ID sensor the appropriate graph will be displayed:



This is the screen that is displayed when the temperature sensor is connected 4. Click on **Setup** , then **Sensors**:

🔐 Logger Pro - Untitled	
<u>File E</u> dit E <u>x</u> periment <u>D</u> ata <u>A</u> nalyze <u>V</u> iew	<u>Setup</u> <u>W</u> indow <u>R</u> emote <u>H</u> elp
	Sensors Data Collection Ctrl-D ≥
🔚 Graph Window	Interface

5. Make sure the correct sensor and port are being used:

1	Sensor Properties
	Sensor Setup Calibrate Details
Port	
	CH1 CH2 CH3 CH4 DIG/SONIC1 DIG/SONIC2
Sensor	Sensor: Temperature-Stainless
	Calibration: Deg_c_ss
	Select input then select the probe and calibration from lists.
	OK Cancel Save Help

6. Click the **Calibrate** tab and check that information:

		$ \land $				
S	ensor Prov	erties				×
ł	Sensor Setu LabPro-	ip Calibrate Di	tails			 1
I						
•	CH1	CH2	СНЗ	CH4	DIG/SONIC1 DIG/SONIC2	
I	Sensor:	Temperature-Sta	ainless			
	Label:	Temperature				
	Units:	°C		Short	t Label: Temp	

Sensor Properties Sensor Setup Calibrate LabPro	9 Details		×
			1
CH1 CH2	2 CH3 CH4	DIG/SONIC1 DIG/SOI	NIC2
Sensor: Tempera Calibration: Deg_c_s	ture-Stainless s	Saved On:	
Label: Tempera Units: C	sture Sho	t Label: Temp	<u>U</u> nlock
A 0.001	л в [0.0002	2 C 1.316	55
		OK Cancel	Save Help

7. Click the **Details** tab and double check that information also:

8. To set up the parameters for the experiment go to Experiment and then

Sampling or Triggering or clicking

ĥe∟	📅 Logger Pro - Untitled										
<u>F</u> ile	<u>E</u> dit	E <u>x</u> periment <u>D</u> ata	<u>A</u> nalyze	<u>V</u> iew <u>S</u> etup <u>W</u> indow <u>R</u> emote <u>H</u> elp							
ß	日 🤅 Grapt	<u>C</u> ollect <u>R</u> eplay Stop	<enter> Ctrl-R</enter>								
Û	Ŕ	Sampling Iriggering	Cth+M	Temperature vs. Time							

9. Set the parameters for the experiment:

Set the experiment length	Data Collection     X       Mode     Sampling       Triggering       Experiment Length       200
Set the number of samples	Sampling Speed Slow Fast 1 samples/second seconds/sample = 1.0
	Over Sampling 3 Enter amount for oversampling The maximum possible amount of oversampling available with your current probe setup and data collection rate is 250 points per row of data.
	Samples to be Collected 201 Samples will be stored based on 603 total points collected.
	OK Cancel Help

10. To collect data by triggering, click the triggering tab and set the parameters:

Specify conditions for data collection	Data Collection       ×         Mode       Samping       Triggering         Trigger when any input's trigger conditions are satisfied       ✓         ✓       Enable Triggering         Temperature 1       is greater than       OR         is greater than       OR       less than       °C
	Pre-trigger data Number of points collected (Pretrigger data is not available at speeds of less than 2000 pts/sec)

11. Click Collect to begin collecting data. This type of screen will be displayed:



- 12. Stop the data collection at any time by clicking Stop
- 13. When data collection is completed click on Analyze, then Statistics or





# **Evaporation**

Problem: To explore cooling through evaporation

## Materials:

LabPro with temperature sensor Cotton balls Water Isopropyl alcohol Small fan

## Procedure:

- 1. Set up Logger *Pro* to run the experiment:
  - a. Connect the temperature sensor to the LabPro
  - b. Go to File, select New
  - c. The temperature screen will be displayed:



- d. Click on Setup, then Sensors and double check the port and sensor
- e. Double check **Calibration** and **Details**
- f. Click , select Sampling.

g. Choose 15 seconds for the experiment length and 2 samples per second for the experiment speed:



- h. You are now ready to collect data
- 2. Wrap a cotton ball around the end of temperature sensor. Soak the cotton in room temperature water.
- 3. Turn on the fan and let the fan blow over the sensor.
- 4. Press Collect to begin taking data.
- 5. When data collection is completed, click **Data**, **Store Latest Run**:

fie∟	oggei	r Pro - Untit	ed							
<u>F</u> ile	<u>E</u> dit	E <u>x</u> periment	<u>D</u> ata	Analyze	⊻iew	<u>S</u> etup	Window	<u>R</u> emote	<u>H</u> elp	
Å		<b>9</b> 🛛	St	ore <u>L</u> atest	Run C	Ctrl-L	R (8).	0	abPro	I▶ Collect
	Graph	n Window	Sł Hi	now Run de Run						
	4.00		Re	ename Ru	n	•	iture vs.	Time		
<b> </b>   ☆	100	·	<u>D</u> e	elete Hun		•				

6. Replace the water-soaked cotton ball with one soaked in isopropyl alcohol and repeat the procedure.

# **Conclusion**:

Write a paragraph describing your results. Use evidence to support what you say:



# Using Programs Other Than DataMate

DataMate is not the only program you can use with the graphing calculator and the LabPro<sup>™</sup>. However, before you can use these other programs, you must first load them into the calculator. To do this, you must first load the **TI-Graph Link** and the data collection programs into your computer.

The Graph-Link program and cable are necessary to send programs from a computer to a calculator.

### Where to Get Programs:

Programs may be downloaded from <u>http://www.vernier.com/calc/index.html</u> or <u>http://education.ti.com/global/archreadme.html</u>

Programs are also available on TI Resource disks and with the Vernier activity manuals.

## Using Graph-Link to load Programs / Apps:

- 1. Connect the TI-Graph link cable to the computer and the bottom of the calculator.
- 2. Open the Graph-Link program
- 3. Choose Link from the top menu bar

EILE FOLLINK (TI-83 Plus/TI-83 Plus Silve	er Edition) - T183 Plus Program - Untitled1 📃 🔲 🗙
TI-83 Plus Keypad	💭 T183 Plus Program - Untitled1 🛛 🗖 🗖
STAT PLOT TBLSET FORMAT CALC TABLE	Name: Send to <u>R</u> AM
V= WINDOW ZOOM TRACE GRAPH	Comment: Send to Archive
$\begin{array}{c c c c c c c c c c c c c c c c c c c $	
	■ Protected

4. Select **Send Flash Software** from the drop down menu, and choose applications and certificates if you want to load a **flash application onto the calculator**.

# TI-GRAPH LINK (TI-83 Plus/TI-83 Plus Silver Ed	ikion) - T183 Plus Program - Untitled1 🛛 📰 🖾
Ele Edit Link Icols Devices Window Help	
Send To P 📬 🗒 🚚	
Beceive	📜 T183 Plus Program - Untitled1 🛛 🗖 🗖
Get Science	Send to BAM
Vis Del D Lat. Heren	Comment Found to Austin
Sgnd Flach Software  Application	ts and Certificates.
Receive Flash Software. Operating 5	System
R-LOCK Con Port 1	
RLPHR Con Ports	
TEST A Con Port 2	
ת ⊑able Type ► ^	
TTEE JC K3 L+ H	
L06 7 8 9 ×	
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5. Select **Send to** from the drop down menu, and choose RAM if you want to load a **program onto the calculator**.

TI-GRAPH LINK (TI-03 Phat Ti-63	Two Selver Edition	- T183 Plus Program - Untitled1	
Lie Lak Link Love Devices Window	BAN P	8	
Get Screep.	active 1	183 Plus Program - Untitled1	Send to BAM
Get ID List	Seven Con	iment:	Send to Archive
2nd Receive Flash Software.	-		1
HLOCK Con Port 1			
MATH Con Port 4	LEAR		

- 6. In the right hand window of this screen you will see the folder with the icons of the program files you have loaded on your hard drive. Double click on the program file to open it.Double click on the TI-Education file to open it.
- 7. Double click on the Vernier file to open it.
- 8. Double click on the TI 83p file to open it.

9. The programs loaded into the computer will be listed in the window on the left-hand side of the screen. For middles school, Physci83g and Chembio83g are the most useful programs to use. The "g" indicated that this is a group of several different programs.

	Send Files to TI-83/TI-83 Plus		×
	File <u>n</u> ame:	<u>D</u> irectories:	
	s;*.8xt;*.8xw;*.8xy;*.8xz;*.83*	c:\progra~1\tie\ti-83p~1	0K.
Programs	physci.83g physci.8xg	🔄 c:\ 🗾	Cancel
>	spectro.83p	🔄 tieduc~1	<u>H</u> elp
		ti-83p~1	N <u>e</u> twork
	×		
	List files of <u>type</u> :	Dri <u>v</u> es:	
	All files (*.8x*;*.83*)	<b>□</b> c: <b>▼</b>	
	File <u>s</u> elected:		Add
			Add A <u>l</u> l
			<u>R</u> emove
			Re <u>m</u> ove All
	TI-83/TI-83 Plus Available RAM	1: 22031 bytes	

- 10. Click on the program or application and then click add.
- 11. You will see the program or application listed in the window at the bottom of the screen.



- 12. Turn the calculator on.
- 13. Click OK. This will begin sending the programs or applications from the computer to the calculator.

14. You will see the programs listed as they load on the computer screen, but the calculator screen will be blank.

Sending		X
C: \PRO P P P P P P P P P P P P P P P P P P	GRA"1\TIEDUC"1 HYSCI SCCALIB SCCALS SCDISTM SCGRAPH SCHEART SCMICRO SCMONIT SCSELCT SCTIMEG SCTRIGG SCTRIGP SCVELOM	\VERNIER\TI-83P~1\F
	Completed 👬	>
	OK He	<u>Stop</u>

- 15. When the download is complete, click OK.
- 16. To test to make sure the programs or applications are loaded, press 8 or 9. The newly loaded programs or applications will be listed in the calculator window.

2:PHVSCI	
3: PSCCALIB	
4:PSCCALS	
IS PSCORAPH	
7↓PSCHEART	

#### Removing Programs From the Calculator:

- 1. Press –, press MEM (the + button)
- 2. Select 7:Reset



3. Select All Memory. Select 1:All Ram.



4. You will get a warning message stating that this will remove all data and programs



5. Select **Reset**.

#### Linking Calculator to Calculator:

The **unit-to-unit link cable** lets you link calculator to calculator or a LabPro. By linking two calculators, you can transfer programs and numerical data between the calculators.

To communicate between two calculators, you must set up one calculator to **SEND** data and one calculator to **RECEIVE** data.

#### To set up a TI – 83+ calculator to RECEIVE

1. Press –, Press [LINK]

<b>HENN</b> REC	EI	Æ
2 All 3 Pr9m…		
4:List… 5:Lists	to	т182
6:GDB… 7↓Pic…		

- 2. Use ~ | to highlight **RECEIVE**. Press  $\beta$
- 3. The message **Waiting...** is displayed
- 4. Press -, press [QUIT] to exit the receive mode

#### <u>To set up a TI – 83+ calculator to SEND</u>

- 1. Press -, Press [LINK]
- 2. **SEND** should be highlighted. Use ~ | to choose the type of data you want to send. Usually it will be Lists, Programs, or Apps

RECEIVE	
AtY-Vars…	
8:5tr1n9 C•0eec	
C•NPPS… N:AppVarc	
E:Group	
F:SendId	
📲 SendSW	

- 3. Press  $\beta$
- 4. Use ~ | to highlight TRANSMIT
- 5. Select which items you which to share, Press  $\beta$  to begin sending

# **Measuring Motion**

# **Distance vs Time**

#### **PROBLEM:**

To measure distance and use a graph represent the motion

## MATERIALS:

Graphing calculator loaded with PHYSCI program LabPro Motion detector Meter stick Masking tape

### **PROCEDURE:**

- 1. Attach the motion detector on a table or cabinet 15 cm above your waist.
- 2. Use masking tape to make a 4 meter line on the floor in front of the motion detector. Mark the tape at 1 meter intervals.
- 3. Prepare the graphing calculator and LabPro:
- (a) Plug the motion detector into the **DIG / SONIC** port of the LabPro unit.
- (b) Use the link cable to connect the calculator to the LabPro unit. Plug the cable into the bottom of both the calculator and the LabPro.
- (c) Turn the calculator on.
- (d) Turn the LabPro on.
- (e) Press the **PRGM** key on the calculator.
- (f) Select **PHYSCI**.
- (g) Press. ENTER
- (h) Press ENTER until you come to **\*\*\*MAIN MENU**\*\*\*
- (i) Select 1:SET UP PROBES
- (j) Enter **1** after ENTER NUMBER OF PROBES. Press  $\beta$ .
- (k) Select 7:MORE PROBES, Select 3:MOTION
- (I) Back at the **\*\*\*MAIN MENU**\*\*\* select **6:MATCH**. Select **1:DISTANCE**.
- (m) Follow the directions on the calculator screen.
- (n) Press ENTER. You will have an "empty" graph.
- 4. Stand at the tape mark one meter form the motion detector.
- 5. Begin walking as your partner presses ENTER.
- 6. Walk to the two meter mark and stop.
- 7. Observe the graph. Draw your graph in the DATA section.
- 8. Press ENTER. At \*\*\*\*OPTIONS\*\*\*\* select 2:NEW MATCH.
- 9. Follow the directions on the calculator screen.
- 10. Press **ENTER**. This will show a graph that you are to try to match.
- 11. Observe the graph and decide what you will have to do to make another graph just like it. *Note*: Distance tick marks are 1 meter apart. Data will be collected for 5 seconds.
- 12. Take your starting position in front of the motion detector.

- 13. Begin walking as your partner presses **ENTER**.
- 14. Walk according to your plan.
- 15. Observe the graph that was made of your walk. Draw this graph in the DATA section.

## DATA:

Sketch of graph 1

Sketch of graph 2

# ANALYSIS & CONCLUSIONS:

1. Describe what you had to do to match the graphs.

2. Sketch a distance vs time graph for a car that starts slowly from a stopped position, moves down the street faster, stops at a stop sign, and then starts slowly again.















## The Work of Muscles

Problem: How does muscle fatigue and rest affect work output?

#### Hypothesis:

\_\_\_\_\_

#### Materials

Book or weight Stop watch or clock with a second hand Graphing calculator

#### Procedure:

- 1. Set up the calculator to collect data:
  - a. Press 3 (11-73) or 10, choose Edit, then 1:Edit (11-83/+)
  - b. Clear all data from lists : ~ | to bigblight the list you want to clear, press ' , then  $\beta$
  - c. Enter number 1 10 in List 1. This is the number of the 15 second periods.
  - d. ~ to list 2. You will second your data in this list.
- 2. Place your elbow on your thigh with your lower flat and hold a book or weight in your hand. KEEP YOUR ELBOW ON YOUR THIGH, USE THE SAME ARM FOR THE ENTIRE EXPERIMENT, DO NOT LOWER YOUR HEAD & BODY
- 3. Raise and lower your hand as many times as you can for 15 seconds, counting out loud. Have your partner enter the number of times you lifted the weight in **List 2**.
- 4. WITHOUT RESTING, repeat for another 15-second interval. Enter your data.
- 5. Repeat for a total 10 times.
- 6. Rest for at least 10 minutes while your partner collects his/ber data.
- 7. Repeat steps 2-4, this time resting for 45 seconds between each 15-second trial. Enter this data in List 3.

#### Data:

Use the calculator to graph your data:

- 1. For a TI-73:
  - a. Press -, press  $\varepsilon$  (the O button)
  - b. Select 1: Plot 1
  - c. Make sure the plot in ON
  - d. Choose the line graph (2" icon)
  - e. Xlist is L1, Ylist is L2.



- Select a mark for your graph. (see Fig. 1) l.
- ζ. Press −, press € (the O button)
- b. Select 2: Plot 2
- i. Make sure the plot in ON
- j. Choose the line graph (2" icon)
- k. Xlist is Li Ylist <u>must be ls</u> to change to L3 press -, then to (the 3 button)
- l. Select 3:Ls Press β. (see Fig. 2)
- m. Choose a different mark for the second line on your graph. (see Fig. 3)
- n. Press q , Select 7: Zoom Stat

#### 2. for & TI-83/+

- a. Press -, press [STAT PLOT] (the O button)
- b. Select 1: Plot 1
- c. Make sure the plot in ON
- d. Choose the line graph (2" icon)
- e. Xlist is L1, Ylist is L2.
- 1. Select a mark for your graph. (see Fig. 4)
- s. Press −, press € (the O button)
- b. Select 2: Plot 2
- i. Make sure the plot in ON
- j. Choose the line graph (2" icon)
- k. Xlist is L1 Ylist must be L3 to change to L3 press -, then 3 (the to button)
- l. Select 3:Ls Press β. (see Fig. 5)
- m. Choose a different mark for the second line on your graph. (see Fig. 6)
- n. Press q , Select 9: Zoom Stat



You make also record your data here:

15-Second Period	Number of Repetitions Without Rest	Number of Repetitions With Rest
1		



Mark: 🎍 🖪

. Fig. 6

2	
<b>Ľ</b>	
3	
4	
5	
6	
7	
8	
9	
10	

Sketch a graph of your data here:

Number of Repetitions

15 Second Time Period

# Analysis and Conclusions:

 Explain wby your arm felt this way.
How did your arm feel after the 10 <sup>st 15</sup> -second period with rest?
 How could you test your explanation?

# Hot Water

Question: How does the rate of cooling in shallow water compare to the rate of cooling in deeper water?

Prediction:

Materials:

LabPro with Temperature sensor

1 large beaker or cup

#### Procedure:

- 1. Set up the LabPro and temperature sensor for data collection:
  - a. Put the temperature sensor into CHI of the LabPro.
  - b. Turn the LabPro  $\vee$  calculator  $\perp$ .
  - c. Press 9 Select DataMate.

Hot water

Flat, shallow pan

- 2. Fill the cup with 250 ml of bot water.
- 3. Pour the cup of water into the flat, shallow pan.
- 4. Put the temperature sensor in the water and Select 2: Start to begin collecting data.
- 5. When the data collection is finished, make a shetch of the graph;
- 6. Fill the cup with another 250 ml of hat water. Leave the water in the cup.
- 7. Put the temperature sensor in the water and Select 2: Start to begin collecting data.
- 8. When the data collection is finished, make a sketch of the graph;
- 9. Compare the two graphs.

Shallow Pa	in the second	Large	Cup
Conclusion:			
1. How do the two	graphs compare?		

- 2. What does this tell you about the cooling of water in deep water compared to shallow water?
- 3. What other questions does this information raise?

 -		

# A Hot Hand

#### Materials:

LabPro interface with temperature sensor Water

Cup Paper towel

Procedure:

1. Set up the computer to do the experiment:

a. Go to File, Open, click Middle School With Computers, then select EXP 01 A Hot Hand

	Open		? ×
	Look in: 🔄 _Middle School wit	h Computers 💌 🗈 🖄 🖻	
(	Exp 01 A Hot Hand	Exp 07 Reflectivity of Light	Exp 13 B
-	Exp 02 Heat Land and Water	📄 Exp 08 Schoolyard Study	🗋 Exp 14 F
	Exp 03 Greenhouse Effect	🚞 Exp 09 A Good Sock	🗋 Exp 15 F
	Exp 04 Relative Humidity	📄 Exp 10 What Causes Seasons	🗋 Exp 16 A
	Exp 05 Soil Study	📄 Exp 11 Solar Homes	🗋 Exp 17 L
	📄 Exp 06 Radiant Energy	🚞 Exp 12 Ocean Floor Mapping	🗋 Exp 18 G
			Þ
	Object <u>n</u> ame:		<u>O</u> pen
	Objects of type: Logger Pro Expe	eriments	Cancel
	🔽 Open as read	d-only	1

b. This screen will be displayed:



c. Choose the appropriate sensor and this screen will be shown:



- d. Collect data by clicking Declect
- e. Examine the statistics of the experiment by clicking
- 3. Follow the procedure on page 1 1 of Middle School Science With Computers.

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# How Much Energy?

**Question:** Do different parts of the world get different amounts of the Sun's energy?

### Materials:

Globe Tape LabPro system with 2 temperature sensorsLamp Ruler

#### **Procedure**:

- 1. Place the lamp 30cm from the globe, with the tilt of the globe facing the lamp.
- 2. Shine the lamp directly on the globe's equator.
- Tape a temperature sensor to the globe's equator. <u>This sensor must be</u> plugged into Channel 1 of the LabPro.
- Tape the other temperature sensor to the North Pole. <u>This sensor must</u> <u>be plugged into Channel 2 of the LabPro</u>.
- 5. Prepare the LabPro and calculator:
  - a. Turn the LabPro and calculator  $\bot.$

b. Press 8 on the calculator; you will see this screen:



- c. Select **1:PHYSCI** by pressing  $\beta$  or 1.
- d. Press  $\boldsymbol{\beta}$  until you come to this screen:



e. Select **1:SET UP PROBES** by pressing  $\beta$  or 1. Now your screen should look like this:



f. Enter "2" as the number of probes you are using:



g. Press  $\beta$ . Now you have this screen:



h. Select **1:TEMPERATURE** by pressing  $\beta$  or 1. Your screen will look like this:



i. Enter "1" as the Channel Number:



j. Press  $\boldsymbol{\beta},$  and your screen will again look like this:



k. Select **1:TEMPERATURE** by pressing  $\beta$  or 1. Your screen will look like this:



1. Enter "2" as the Channel Number:



m. Press  $\beta$ , and you will get this screen:



n. Select **2:COLLECT DATA** by pressing 2 or using the # to highlight

2 and pressing  $\beta$ . Now your screen looks like this:



o. Select **2:TIME GRAPH** by pressing 2 or using the # to highlight 2 and pressing  $\beta$ . Now your screen looks like this:



p. Enter "1" as the time between seconds:



q. Press  $\beta$ :



r. Enter 180 as the Number of Samples:



s. Press  $\beta$ , and you should see this screen:



t. Press  $\beta$ :



- u. If your screen was correct, choose **1:USE TIME SETUP** to continue. If your screen was not correct choose **2:MODIFY SETUP** to change
  - it. When you get to this screen:



v. Enter "0" as your lowest value for the Y-Axis:



w. Press  $\beta$ , and enter "50" as the highest value for the Y-Axis:



x. Press  $\beta$ , and enter"1" as the scale you will use on your graph:



y. Press  $\beta$ , and your screen will look like this:



- 6. When you are ready to begin collecting data, press  $\beta$ .
- 7. When the data collection is finished, the calculator screen will look like this:



- 8. Press  $\beta$  to see the graph of the sensor in Channel 1 (the sensor at the equator).
- 9. Press  $\beta$  again to see the graph of the sensor in Channel 2 (the sensor at the North Pole).

10. Press  $\beta$  again to see both graphs together.

#### **Analysis:**

- 1. Which part of the world receives the most energy? Explain your answer.
- 2. The Earth is tilted 23.5 degrees. What would the data look like it were tilted 50 degrees? Explain your answer.
- What would the data look like if the Earth were tilted 10 degrees? Explain your answer.
- 4. Predict what the data would be if the temperature sensor was placed at the South Pole. Explain your answer.

## **Conclusion:**

Write a paragraph describing what you learned in this activity.

#### Resources:

There are many resources available for the LabPro and the older CBL interface. Many of these resources are online.
Vernier and Texas Instruments sell activity books designed specifically for middle school science classes.

Additionally, all three major publishers in the Texas adoption include a probeware manual as one of the ancillary materials.

Online resources for activities & support:

- Texas Instruments Education web site <u>http://education.ti.com/index.html</u>
- Sample Labs from the Vernier Lab books <a href="http://www.vernier.com/cmat/">http://www.vernier.com/cmat/</a>
- Mobile Inquiry Technology <a href="http://mit.concord.org/6thnotes/list-6.htm">http://mit.concord.org/6thnotes/list-6.htm</a>
- Science Teacher Stuff <u>http://www.scienceteacherstuff.com/techgraph.html</u>
- Learning to use the LabPro -

http://www.ncsu.edu/sciencejunction/route/usetech/MBL/