**NCNAAPT Vernier Workshop Plan**

**4/5/19**

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|  | **Sensor** | **Needed** | **Lab** |
|  |  |  |  |
| **0** | **GDX-Cart** | **SensorCart** | **Impulse & Change in Momentum** |
|  |  |  |  |
| **1** | **GDX-MD** | **Motion** | **Ball Toss** |
|  |  |  |  |
| **2** | **GDX-FOR** | **Force & Accel.** | **Newton's 2nd Law** |
|  |  |  |  |
| **3** | **GDX-ACC** | **Acceleration** | **Enterprise Study** |
|  |  |  |  |
| **4** | **GDX-LC** | **Light & Color** | **Light Intensity vs Distance** |
|  |  |  |  |
| **5** | **GDX-VPG** | **Photogate** | **Acceleration of Gravity +** |
|  |  |  |  |
| **6** | **GDX-RMS** | **Rotary Motion** | **Conservation of Angular Momentum** |
|  |  |  |  |
| **7** | **GDX-SND** | **Sound** | **Speed of Sound** |
|  |  |  |  |
| **8** | **GDX-VOLT** | **Voltage** | **Capacitor Charge & Discharge** |
|  |  |  |  |
| **9** | **GDX-3MG** | **Magnetic Field** | **Mapping Magnetic Field** |
|  |  |  |  |
| **10** | **GDX-CART** | **SensorCart** | **Impulse & Change in Momentum** |
|  |  |  |  |
| **11** | **GDX-CART** | **SensorCarts (2)** | **Collisions/Explosions** |
|  |  |  |  |
| **12** | **GDX-GP** | **Gas Pressure** | **Boyle's Law** |