Interactive Comet Animation

http://www.windows.ucar.edu/tour/link=/comets/comet_model_interactive.html

<u>Directions</u>: Working in groups (3-4 students), go to the above internet site. Once you are at the site, you should read the introduction. After reading the introduction, you should customize your comet by manipulating the various controls (speed, orbit size, etc.). Once you have experimented with the animation, read the "Things you may have noticed:" section towards the bottom of the page. Using ideas from the previously read section, try experimenting once again with the comet; this time, see if you can adjust the settings to model things described in the section. (i.e. - the tail getting bigger as the comet gets closer to the sun)

