

CONTENT

BIOLOGY	5
PHOTOSYNTHESIS	5
THE HUMAN BODY.....	5
Digestive System	5
Lymphatic System	5
Urinary System.....	6
Cardiovascular System.....	6
Nervous System and Senses	8
Reproduction (Premium only)	9
Anatomy.....	10
Skeleton and Muscles	10
The Cells.....	11
DNA	12
Fertility (Premium only)	13
GEOGRAPHY	14
CLIMATE	14
Temperature	14
Precipitation.....	14
Vegetation.....	14
THE EARTH	15
The Earth (Premium only).....	15
The Sun, Earth and Moon (Sensavis Premium only).....	15
The Solar System (Premium only).....	16
EARTH'S INTERIOR.....	16
Earth's interior	16
Tectonic plates.....	17
Strato Volcano	17
Solar System (Windows 10 App only)	17
Solar System.....	17
Planet Comparison.....	17
Sun	18
Mercury.....	18
Venus	18
Tellus	18
Luna.....	18
Mars	18
Jupiter	18
Saturn.....	18
Uranus.....	19
Neptune	19
Earth and the moon	19
Solar Eclipse	19
Lunar Eclipse	19

PHYSICS	20
NEWTON'S LAW	20
Forces.....	20
Parallel Forces.....	20
REFRACTION.....	20
Refraction.....	20
Human Eye.....	20
CHEMISTRY.....	20
WATER.....	21
Molecule	21
Water	21
Ice.....	21
THE PERIODIC TABLE.....	21
Periodic Table	21
NaCl.....	21
Covalent Bond.....	21
MATHEMATICS.....	21
GEOMETRY	21
Points	21
Lines	22
Rays.....	22
Line Segment	22
Angles.....	22
Corresponding angles	22
Area.....	22
Volume.....	22
Pythagorean Theorem	23
Circle	23
Pyramid and cone	23
Rectangle area	23
Triangle area	24
Triangle area (non-isosceles)	24
Kite area	24
Parallelogram area.....	24
Trapezoid area (rectangle).....	24
Trapezoid area (triangle).....	24
2D shapes.....	25
3D shapes.....	25
LINEAR EQUATIONS	25
Connection and Change.....	26
MATHEMATICS.....	26
Negative numbers.....	26
ENGINEERING.....	26

ELECTRICITY.....	26
Basic DC.....	26
AC/DC.....	26
LEVERS.....	26
The Golden Rule.....	26
Human Arm.....	27
HYDRAULICS (Windows 10 App only)	27
Pascal’s law	27
Basic hydraulics.....	27
Force distribution – simple	27
Force distribution – brake system	27
Disc brake.....	27
Drum brake	28

BIOLOGY

PHOTOSYNTHESIS

- Macro view of a leaf
- Close up of stomata with night and day option
- Close up of the cells in the leaf
- The chemical reaction in one cell
- Cells dividing
- Close up of the chloroplast
- The inside of the chloroplast
- Chloroplast outer membrane
- Chloroplast inner membrane
- Stroma lamellae
- Stroma
- Granum
- Thylakoid

THE HUMAN BODY

Digestive System

- The intestines
 - Stomach
 - Small and large intestines
 - Esophagus
- The gallbladder
 - Gallbladder orientation and macro view
- The liver
 - The liver orientation and macro view
- The pancreas
 - The pancreas orientation and macro view
- Digestion
 - The liver, the stomach, large and small intestines and esophagus
 - Cut section of the small intestines
 - Inside of small intestines
 - Villi and cut plane of villi
 - Fatty acid protein chain that becomes amino acids, carbohydrates and where they go
 - Protein broken down in to amino acids by micro villi
 - Amino acids journey from villi to liver

Lymphatic System

- Lymphatic system
 - Lymphatic system orientation and macro view

- The spleen
 - The spleen orientation and macro view

Urinary System

- The kidneys
 - Structure
 - The kidneys orientation and macro view
 - The kidneys attached to the arterial tree
 - Adrenal gland, cortex, hilus, renal pelvis, renal vein, renal artery, medulla
- Medulla
 - Medullas
 - Renal pelvis
- The Nephron
 - Bowman's capsule
 - Loop of Henle
 - Collecting duct
 - Glomerulus
 - Proximal tubule
- Bowman's capsule
 - Bowman's capsule (close up)
 - Glomerulus (close up)
 - Loop of Henle (close up)
- Glomerulus
 - Inside of glomerulus (journey)
 - Primary urine (follow it out of the blood stream)

Cardiovascular System

- The lungs
 - Lung lobes
 - Lung sacs
 - Muscles
 - Skeleton
 - Heart
 - Intestines
 - Liver
 - Stomach
 - Diaphragm
 - Accessory muscles
 - Intercostal muscles
 - Punctured lungs
 - Normal breathing schematic view
 - FRC – amount of air remaining after normal breath, schematic
 - Trachea
 - Bronchus

- Tertiary bronchus
- Bronchiole
- Laryngeal
- Upper respiratory tract
- Journey following a breath of air from the outside of the body all the way to the alveoli
- Alveoli (outside)
- Alveoli (inside)
- Alveolus
- Gas exchange (cut plane alveolus and capillary)
- O₂ traveling in to bloodstream
- CO₂ traveling from bloodstream to alveolus
- H₂O traveling from bloodstream to alveolus
- Blood cell
- Hemoglobin
- Hemoglobin attracting O₂ and releasing O₂
- Hemoglobin attracting CO₂ and releasing CO₂
- Journey following a breath of air from the alveoli all the way to the outside of the body
- Pulmonary circulation (macro)
- Systemic circulation (macro)
- Cilia (on cells)
- Transportation from bronchus
- Mucus (and mucus producing cells)
- Smoking
- Damaged transportation system in bronchus
- Damaged alveoli
- Emphysema
- The Heart
 - Heart (outside)
 - Heart (inside, dynamic cut plane)
 - Rib cage
 - Lung lobes
 - Right and left ventricle
 - Right and left atrium
 - Aortic valve
 - Pulmonary valve
 - Tricuspid valve
 - Mitral valve
 - Inferior vena cava
 - Superior vena cava
 - Pulmonary artery
 - Aorta
 - Coronary vessels

- Pulmonary circulation
- Systemic circulation
- The Arterial Tree
 - Systemic circulation
 - Circulation in foot
 - Circulation in hand
 - Circulation in kidney connection
 - Circulation in head
 - Pulmonary circulation

Nervous System and Senses

- The Eyes
 - Eyes (macro)
 - Extra ocular muscles
 - Ciliary body
 - Cornea
 - Iris
 - Sclera
 - Vitreous body
 - Optic nerve
 - Retina
 - Optic disc
 - Choroid
 - Lens
 - Aqueous
 - Pupil (reaction to light)
 - Color perception low light simulation
 - Lens function
 - Lens function simulation
 - Hyperopia (function and correction)
 - Myopia (function and correction)
 - Hyperopia function simulation
 - Myopia function simulation
- The Ears
 - Outer ear
 - Ear canal
 - Eardrum (tympanic membrane)
 - Tympanic cavity
 - Malleus
 - Incus
 - Stapes
 - Semicircular canals
 - Cochlea
 - Vestibular nerve

- Cochlear nerve
- Cochlear wall
- Scala vestibuli
- Cochlear duct
- Scala tympani
- Tectorial membrane
- Basilar membrane
- Organ of Corti
- Spiral ganglion
- Hair cells
- Stereocilia (hair)
- Sound waves
- Sound waves simulation all the way from outside of the ear to the spiral ganglion
- The nervous system
 - The nervous system (macro)
 - Peripheral nervous system
 - Human brain
 - Cerebellum
 - Brain Stem
 - Pituitary gland
 - Cerebrum
 - All the lobes
 - Medulla oblongata
 - Mid brain
 - Pons
 - Hypothalamus
 - Spinal nerves

Reproduction (Premium only)

- Female reproduction
 - Female reproduction organ
 - Vagina
 - Body of uterus
 - Fallopian tube
 - Fimbriae
 - Ovary
- Male reproduction
 - Male reproduction organ
 - Penis
 - Prostate gland
 - Testes
 - Epididymis
 - Ductus deferens

- Seminal vesicle
- Urine bladder

Anatomy

- All the muscles with see through feature
- See through skin
- Skeleton
- Lungs
- Digestion, the liver, the stomach, large and small intestines, esophagus, and gallbladder
- Urinary system
- Circulatory system
- Lymphatic system, spleen
- Nervous system
- The brain, brain stem
- The eyes
- The ears

Skeleton and Muscles

- The skeleton
 - Skeleton (macro view)
 - Shoulder joint
 - Elbow joint
 - Hand
 - Skull and spine joint
 - Pelvis
 - Hip joint
 - Knee joint
 - Foot
- The skull
 - Skull (macro view)
- The spine
 - Spine (macro view)
 - Vertebrae
 - Vertebral discs
 - Sacrum
 - Coccyx
 - Vertebral foramen
- Muscles and movement
 - Human knee in motion
 - Four motions, bend/roll/flex/twist
 - Patella
 - Synovial membrane
 - Bursas

- Ligaments
- Meniscus
- Muscles (for the whole leg including foot and hip)
- Tibia
- Femur
- Fibula

The Cells

- Cells
 - Cocci bacteria (macro view)
 - Prokaryotic cell (macro view)
 - Plant cell (macro view)
 - Animal cell (macro view)
- Endosymbiotic theory
 - Prokaryotic cell
 - Single celled organism
 - Visualization of the process
- Animal and plant cell
 - Cell membrane
 - Golgi apparatus
 - Endoplasmic reticulum
 - Nuclear envelope
 - Nucleus
 - Nucleolus
 - Vacuole
 - Chloroplast, inner and outer membrane, stroma lamellae, stroma, granum and thylakoid
 - Mitochondrion
 - Peroxisome
 - Chromosomes
 - DNA
 - Centrioles
 - Lysosome
 - Ribosomes
 - Vesicles
- Meiosis
 - Interphase
 - Early Prophase
 - Late Prophase
 - Metaphase
 - Anaphase
 - Telophase
 - Cytokinesis
 - Prophase II

- Metaphase II
- Anaphase II
- Telophase II
- Cytokinesis II
- Centrioles
- Nuclear envelope
- Spindle fibers
- Chromatin threads
- Chromosomes
- Cytoplasm
- Centromere
- Mitosis
 - Interphase
 - Early Prophase
 - Late Prophase
 - Metaphase
 - Anaphase
 - Telophase
 - Cytokinesis
 - Chromatin
 - Threads
 - Centrioles
 - Asters
 - Nucleolus
 - Nuclear envelope
 - Spindle fibers
 - Chromosomes
 - Cytoplasm
 - Centromere

DNA

- Structure
 - DNA double helix
 - Base pairs
 - Sugar phosphate back bone
 - Adenine
 - Thymine
 - Guanine
 - Cytosine
- G-C and T-A Molecule
 - G-C and T-A molecule with all the elements
 - Labeled elements
- Replication
 - Double helix dividing (visualization)

- Hydrogen bonding, G-C and T-A molecules (visualization)
- Nitrogen containing base
- Phosphate group
- Deoxyribose sugar
- Helicase
- Polymerase
- Repelling Molecules
 - G-C and T-A molecules with wrong polarity (visualization)
 - Double helix flat with one base pair with wrong polarity
 - Double helix twisted with one base pair with wrong polarity
- Transcription
 - Transcription factors
 - Activator protein
 - mRNA
 - Look inside the polymerase
 - Uracil
 - Thymine
 - Adenine
- Translation
 - mRNA
 - Nucleus
 - Ribosome
 - tRNA
 - Amino acid
 - Polypeptide

Fertility (Premium only)

- IVF
 - Vagina
 - Cervix
 - Uterus
 - Uterine cavity
 - Fallopian tube
 - Fimbria
 - Ovary
 - Ultrasound probe
 - Needle
 - Vesicular follicle
 - Ovary cortex
 - Ovary fluid
 - Oocyte (egg)
 - Antrum
 - Lab environment with glass for fertilization
 - Sperm penetrating egg

- Fertilized egg
- Embryonal development, Zygote, 2 cell stage, 4 cell stage, 8 cell stage, morula (72 hours)
- Insertion of embryo to uterus
- Sperm
 - Sperm
 - Acrosome
 - Cell membrane
 - Nucleus
 - Centrioles
 - Mitochondria
 - Axial filament

GEOGRAPHY

CLIMATE

Temperature

- Earth
- Earth axis
- The sun with vectors
- Temperature visualization (on planet earth)
- Temperature reference
- Changes in temperature over a year (visualization)
- Interaction, all twelve months

Precipitation

- Planet earth
- Earth axis
- The sun with vectors
- Precipitation visualization (on planet earth)
- Precipitation reference
- Changes in precipitation over a year (visualization)
- Interaction, all twelve months

Vegetation

- Planet earth
- Equator
- Tropical lines
- The Köppen System
- Tropical/mega thermal climates (group A)
- Tropical rainforest climate (Af)

- Tropical monsoon climate (Am)
- Tropical wet and dry climates (dry season during time of higher sun and longer days) (As)
- Tropical wet and dry or savanna climate (Aw)
- Dry (arid and semiarid) climates (group B)
- Desert climate (at least one month averages below 0°C, 32°F) (BWk)
- Desert climate (coldest month has an average temperature above 0°C, 32°F) (BWh)
- Steppe climate (middle-latitude climate) (BSk)
- Steppe climate (low-latitude climate) (BSh)
- Humid subtropical (Cfa)
- Marine mild winter (Cfb)
- Marine cool winter (Cfc)
- Interior Mediterranean (Csa)
- Coastal Mediterranean (Csb)
- Dry winter, Wet summer (Cwa, Cwb, Cwc)
- Humid continental, hot summer, wet all year (Dfa)
- Humid continental, mild summer, wet all year (Dfb)
- Subarctic, cool summer, wet all year (Dfc)
- Subarctic, cold winter, wet all year (Dfd)
- Humid continental, hot summer, dry summer (Dsa)
- Humid continental, mild summer, dry summer (Dsb)
- Subarctic, cool summer, dry summer (Dsc)
- Subarctic, cold winter, dry summer (Dsd)
- Humid continental, hot summer, wet all year (Dwa)
- Humid continental, mild summer, dry winter (Dwb)
- Subarctic, cool summer, dry winter (Dwc)
- Subarctic, cold winter, dry winter (Dwd)
- Tundra (EF)
- Ice cap (ET)

THE EARTH

The Earth (Premium only)

- Earth
- Moon
- Sun
- Earth, moon and sun moving at correct speed
- All the moon phases
- Interaction with the time scale (changing time)
- Ability to produce eclipse
- Choose if you want the weather texture and moon

The Sun, Earth and Moon (Sensavis Premium only)

- Earth
- Moon
- Sun
- Mercury
- Venus
- Mars
- Jupiter
- Saturn
- Uranus
- Neptune
- Earth, moon and sun moving at correct speed
- All the moon phases
- Interaction with the time scale (changing time)
- Ability to produce eclipse
- Choose if you want the weather texture and moon
- Interact with planet scale (enhancing planet size)
- Orbit markers (on or off)

The Solar System (Premium only)

- A correct size relevance of the planets in the solar system
- The Sun
- The Earth
- The Moon
- Mercury
- Venus
- Mars
- Jupiter
- Saturn
- Uranus
- Neptune

EARTH'S INTERIOR

Earth's interior

- Planet earth without weather structure and with daylight all over
- Planet earth cut in half, visible inside
- Crust
- Mantle
- Outer core
- Inner core
- Comparing the thickness of the different layers
- Crust (0-100 km thick)
- Mantle (100-2900 km deep, 2000-3000°C)
- Outer core (2900-5100 km deep, 3800°C)

- Inner core (5100-6378 km deep, 6000°C)
- Planet earth cut in half and the different layers split apart

Tectonic plates

- All tectonic plates, how the tectonic plates move, color separation to distinguish the different plates

Strato Volcano

- Outside structure of a strato volcano, inside view, magma chamber, vent, blocked vent, cone, crater, ash and steam, eruption

Solar System (Windows 10 App only)

Solar System

- All the planets moving at correct speed.
- Sun
- Mercury
- Venus
- Earth
- Mars
- Jupiter
- Saturn
- Uranus
- Neptune
- Interactive time scale (Slider)
- Interactive planet scale (Slider)
- Orbit markers (Toggle)
- Axis of rotation (Toggle)

Planet Comparison

- A correct size comparison of the planets in the solar system.
- Sun
- Mercury
- Venus
- Earth
- Mars
- Jupiter
- Saturn
- Uranus
- Neptune
- Axis of rotation (Toggle)

Sun

- Cross-section of the Sun to show the inside.
- The Sun
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Mercury

- Cross-section of Mercury to show the inside.
- Mercury
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Venus

- Cross-section of Venus to show the inside.
- Venus
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Tellus

- Cross-section of Tellus to show the inside.
- The Earth
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Luna

- Cross-section of Luna to show the inside.
- The Moon
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Mars

- Cross-section of Mars to show the inside.
- Mars
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Jupiter

- Cross-section of Jupiter to show the inside.
- Jupiter
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Saturn

- Cross-section of Saturn to show the inside.
- Saturn
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Uranus

- Cross-section of Uranus to show the inside.
- Uranus
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Neptune

- Cross-section of Neptune to show the inside.
- Neptune
- Interactive time scale (Slider)
- Axis of rotation (Toggle)

Earth and the Moon

- Showing the relation between the earth and the moon.
- The Sun
- The Earth
- The Moon
- Interactive time scale (Slider)
- Interactive planet scale (Slider)
- Orbit marker of the moon (Toggle)
- Axis of rotation (Toggle)
- Synchronous rotation (Toggle)

Solar Eclipse

- Showing how the earth and the moon stands in comparison to each other to create a solar eclipse.
- The Sun
- The Earth
- The Moon
- Interactive planet scale (Slider)
- Orbit marker of the moon (Toggle)

Moon Eclipse

- Showing how the earth and the moon stands in comparison to each other to create a lunar eclipse.
- The Sun
- The Earth
- The Moon

- Interactive planet scale (Slider)
- Orbit marker of the moon (Toggle)

PHYSICS

NEWTON'S LAW

Forces

- Block on a plane
- Interaction, change gravity and mass
- Arrows symbolizing force
- Equation for the action
- $F_g = m \times g$ (changes with input of force)

Parallel Forces

- Block on a plane
- Interaction, change F1 (force one) and F2 (force two)
- Force arrows with labels (F1, F2, Res)
- Resultant
- Equation for the action
- $F_{res} = F1 + F2$
- Show acceleration
- Show constant speed
- Show deceleration

REFRACTION

Refraction

- Light waves
- Light waves through concave lens
- Light waves through convex lens

Human Eye

- Human eye
- Light waves through eye lens
- Light waves through concave lens and eye lens
- Light waves through eye lens
- Light waves through convex lens and eye lens

CHEMISTRY

WATER

Molecule

- One H₂O molecule
- Many H₂O molecules

Water

- Water molecules (liquid water)
- Hydrogen bonding with the molecules

Ice

- Water molecules (solid water)
- Hexagonal crystalline structure due to hydrogen bonding
- Interaction, from zero degrees Celsius to 273,15 degrees Celsius (absolute zero, zero degrees Kelvin)

THE PERIODIC TABLE

Periodic Table

- The periodic table
- All the elements as an atom (interaction choose any element)
- Electrons
- Neutrons
- Protons

NaCl

- Water, Na and Cl in water, the reaction, electrons, vaporation, change in polarization, structure of NaCl molecules, salt crystals, salt

Covalent Bond

- Oxygen atom with protons, neutrons and electrons
- Hydrogen atom with proton and electron
- Bonding with shared electrons in valence shell
- Rejection of bonding when valence shell is full

MATHEMATICS

GEOMETRY

Points

- Cross, visualizing a position in universe

- Point, interaction removing the cross
- Interaction, fill the space with points

Lines

- A line, visualizing a line with no beginning and no end
- A direction

Rays

- A ray, visualizing a line that begins in a point

Line Segment

- Two points
- Filling up the distance between the points

Angles

- Protractor
- Angle
- Interaction, choose angle
- Change the angle
- Angle degrees in numbers
- Graphic reference of angle

Corresponding angles

- Protractor
- Two parallel base lines
- Interaction, choose angles
- Change the angles
- Angles degrees in numbers
- Graphic reference of angles

Area

- Two points
- Line segment
- Break up into four other points
- Rectangle
- Filling of the square with small rectangles
- Twist to show that area has no height
- Empty the square (area is not physical)

Volume

- Four points
- Two line segments
- Break up into four new points for each line segment

- Build up the walls
- Cube
- Fill the cube with smaller cubes

Pythagorean Theorem

- Right angled triangle
- Right angle marked
- Length of sides marked
- The formula ($3^2 + 4^2 = 5^2$)
- Rectangles (areas) forming from each side of the triangle
- Visualization showing that the smaller areas are equal to the bigger area
- New right angled triangle with different composition
- Right angle marked
- Length of sides marked
- The formula
- Rectangles (areas) forming from each side of the triangle
- Visualization showing that the smaller areas are equal to the bigger area

Circle

- Concept of area
- Radius
- Diameter
- Circumference
- Pi
- Circumference formula
- Area formula

Pyramid and cone

- Cube
- Base
- Height
- Formula: $V=Bxh$
- Pyramid
- Different pyramid configurations
- Three pyramids inside one cube
- Formula: $V=(Bxh)/3$
- Three cones
- Cylinder

Rectangle area

- Rectangle's shape, use the slider to change the opacity of the grid
- Base and height
- Formula: $A=b*h$

Triangle area

- Triangle's shape, use the slider to change the opacity of the grid
- Base and height
- Duplicate the triangle to form a square
- Formula: $A=(b*h)/2$
- Show that a rectangular triangle has the same shape as a square that has been divided along the diagonal

Triangle area (non-isosceles)

- Triangle's shape, use the slider to change the opacity of the grid
- Base and height
- Duplicate the triangle to form a parallelogram
- Formula: $A=(b*h)/2$
- Show that the triangle is half of a parallelogram

Kite area

- Kite's shape, use the slider to change the opacity of the grid
- Diagonal 1 and 2
- Duplicate the kite and rotate each part to form a rectangle
- Formula: $A=(d1*d2)/2$
- Show that the kite is half of a rectangle

Parallelogram area

- Parallelogram's shape, use the slider to change the opacity of the grid
- Base and height
- Show that the parallelogram has the same area as a rectangle
- Formula: $A=b*h$
- Overview of the process

Trapezoid area (rectangle)

- Trapezoid's shape, use the slider to change the opacity of the grid
- Base 1, base 2, and height
- Duplicate the trapezoid and flip it over
- The two trapezoids are joined to form a parallelogram
- Show that the parallelogram forms a rectangle
- Formula: $A=((b1+b2)*h)/2$
- Overview of the process

Trapezoid area (triangle)

- Trapezoid's shape, use the slider to change the opacity of the grid
- Base 1, base 2, and height
- The trapezoid is cut from the upper left corner down to half the height

- The cut-out part is joined to form a triangle. The base is now b_1+b_2 and the height is the same
- Formula: $A = ((b_1+b_2) \cdot h) / 2$
- Overview of the process

2D shapes

- Circle
- Square
- Rectangle
- Ellipse
- Triangle
- Parallelogram
- Kite
- Trapezoid
- Pentagon
- Hexagon
- Octagon
- Decagon

3D shapes

- Tetrahedron
- Pyramid
- Hexagonal pyramid
- Cube
- Cuboid
- Octahedron
- Triangular prism
- Pentagonal prism
- Hexagonal prism
- Octagonal prism
- Decagonal prism
- Dodecahedron
- Icosahedron
- Torus
- Sphere
- Hemisphere
- Ellipsoid
- Cone
- Cylinder
- Tesseract cube

LINEAR EQUATIONS

Connection and Change

- Coordinate system with x and y axis
- Line (Graph)
- Interaction, change the k (b) and the m value
- The equation
- The equation and graph equals

MATHEMATICS

Negative numbers

- Thermometer, number line
- Formula, reacting with input
- Interact with starting point
- Interact with adding positive or negative input
- Interact with subtracting positive or negative input

ENGINEERING

ELECTRICITY

Basic DC

- Schematic view of a circuit
- Cables
- Light bulb
- Battery
- Interaction, click on battery to engage or disengage current

AC/DC

- Cable
- Switch
- Light bulb
- Battery
- Electric outlet (AC socket)
- Both AC and DC circuit in schematic and with real objects
- Interaction, click the switch to engage or disengage current
- Interaction, show circuit in schematic view
- Interaction, show current view

LEVERS

The Golden Rule

- Lever
- Fulcrum (pivot point)
- Weight
- Force (arrow that changes in size with changes in force)
- Interaction, change the fulcrum position
- Interaction, change the force

Human Arm

- Moving human arm
- All the muscles
- All the bones from hand to shoulder
- Transparent skin
- Dumbbell
- Schematic view with fulcrum (pivot point) force and weight, graphic
- Interaction, turn off skin
- Interaction, turn on biceps view

HYDRAULICS (Windows 10 App only)

Pascal's law

- Interact with a pressure sphere, drag the force slider to show how the pressure is distributed in the sphere to the rest of the pistons

Basic hydraulics

- Simulate how the area and force work together in hydraulics. The force amplitude slider will change the amount of force that is applied to the left piston. This slider will affect the two force indicators. The force slider will move the pistons up and down. The radius slider will change the area of the right piston
- If you set the force amplitude to 1.0 and the radius to 2.0 the right piston will have twice the area as the left. Now you can see that you get four times the force from the right piston. If you drag the force slider, you will see that you only get a fourth of the distance

Force distribution – simple

- When dragging the force slider, you will see how four of the pistons only move one fourth of the distance. From here, we can start describing how a braking system in a car works with hydraulics

Force distribution – brake system

- Static overview of a car's braking system. Brake using the toggle
- A closer look at the braking system, when you brake you'll see how the force from the brake pedal is distributed in the brake line

Disc brake

- Close-up view of a disc brake. When using the brake toggle you will see the hydraulics in action, how the parts in the disc brake move to brake the car
- Static overview of a car's braking system. Brake using the toggle

Drum brake

- Close-up view of an old drum brake. When using the brake toggle you will see the hydraulics in action, how the parts in the drum brake move to brake the car
- Static overview of a car's braking system. Brake using the toggle