## What is Elastic Potential Energy?



## Elasticity

is the ability of a material or an object to resume its normal shape after being compressed or stretched.

Objects that can be stretched and compressed can hold elastic energy.
The amount of elastic potential energy is determined by the extent to which the object can stretch or compress. The more you stretch or compress it the higher the elastic potential energy.

## Why does a ball bounce?



Its round shape guarantees an equal, uniform response - no matter on which point the ball hits the ground.

## What happens during a bounce?

By lifting it up, the ball receives potential energy which is
transformed into kinetic energy when you drop it.

When the ball hits
the ground
it gets compressed.


Due to its elasticity it quickly returns to its original shape.

## For this experiment you will need:



Different types of balls, e.g. a tennisball, golfball, marble, basketball...
Tape measure
Masking tape
Pencil

## instructions

1) Choose an area next to a wall or table where the ground is rather hard and flat.
2) Use the masking tape and the tape measure to mark different heights: $10^{\prime \prime}, 15^{\prime \prime}, 20^{\prime \prime}, 25^{\prime \prime}, 30^{\prime \prime}$
3) Start with the first ball: Have a partner drop it from $30^{\prime \prime}$ and record the height of the bounce in the Bounce Tracker below. Repeat five times.

DROP the ball -
DON’T throw it!
4) Calculate the average bounce heights:
(height $1+$ height $2+$ height $3+$ height $4+$ height 5):5 $=$ average bounce height
5) Repeat for every ball and find out which ball bounces the highest and therefore has the greatest elasticity!

Try the same experiment with the same types of balls but on different types of ground: concrete, carpet, grass, water...

## Bounce Tracker

|  |  | Bounce Height |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Type of Ball | - | ${ }_{\text {Tial }}^{\text {Tial }}$ | ${ }_{\text {Tial }}$ | Tial | ${ }_{4}^{\text {Tial }}$ | Trial |  |
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