

Newton's Park A3

Reference Sheet - Launch Code AP119

The screenshot displays the Newton's Park A3 software interface. The main window shows a 3D arena with a grid floor and a dark blue background. A small wooden ramp is placed on the grid. The interface includes several toolbars and panels:

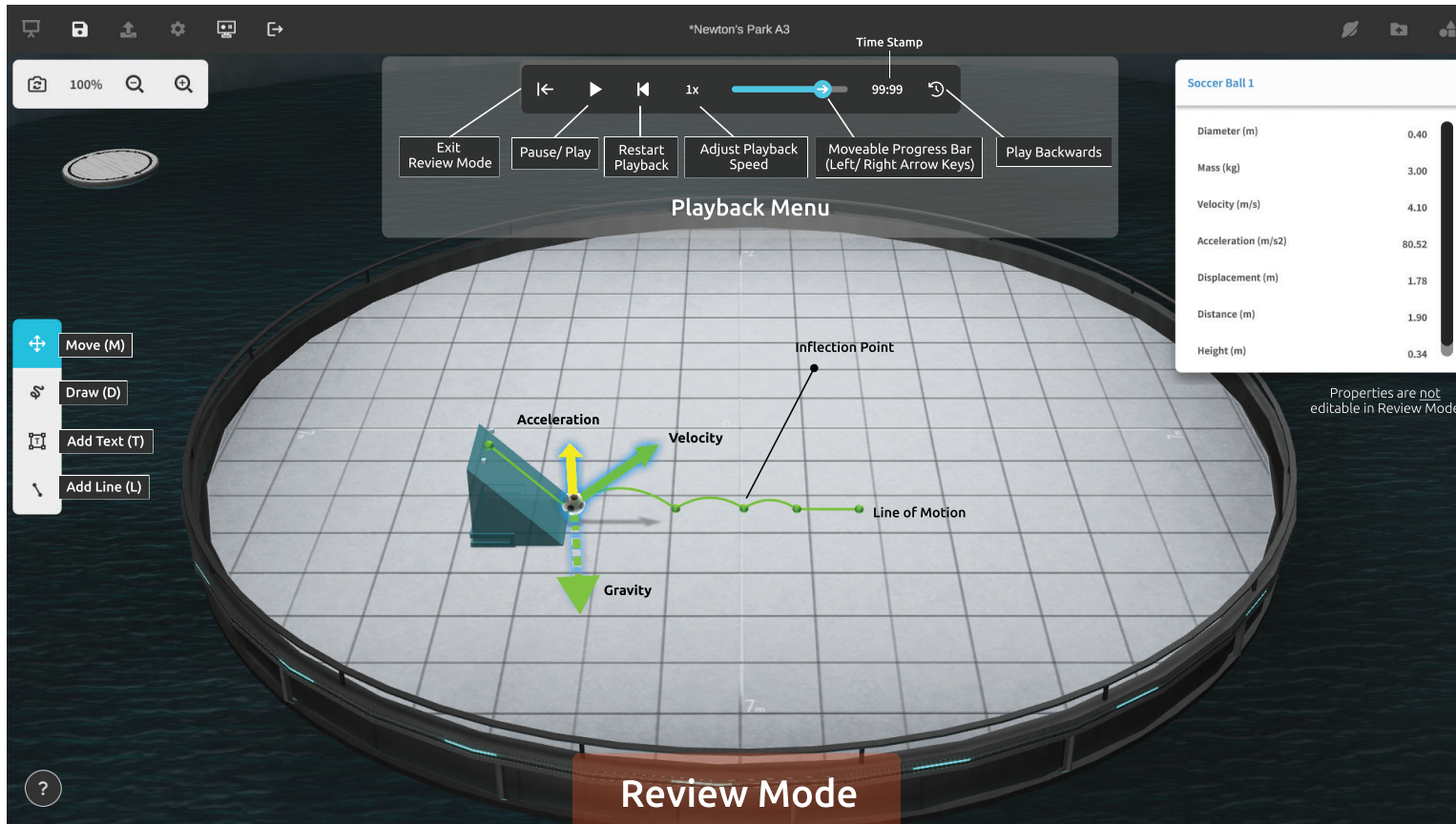
- Top Toolbar:** Contains buttons for Slidebuilder (B), Load, Save, Settings, zView/zShare, and Exit.
- Left Panel:** Includes a 100% zoom indicator, a 360° Moveable Arena (Turn Left and Right) with Counterclockwise, Toggle Side/Top View, and Clockwise options. Below this are Move (M), Draw (D), Add Text (T), and Add Line (L) buttons.
- Top Center Toolbar:** Contains buttons for Reset Scene, Undo (Ctrl-Z), Redo (Ctrl-Y), Cut (Ctrl-X), Copy (Ctrl-C), Paste (Ctrl-V), Clear Scene, and Delete (Select + Delete). Below these are Play Experiment, Release Snap Points, and Review Mode (E) buttons.
- Right Panel:** Features a Gravity Settings button, an Import button, and an Activity Gallery button. Below these are categories for Balls, Blocks, Forces, Ramps, and Targets. A list of objects is shown: Bowling Ball, Cannonball, Rubber Ball, Soccer Ball, Sponge Ball, Foam Ball, and zBall.
- Object-Based Context Menu (Ramps):** A menu that appears when a ramp is selected, containing options: Cut, Copy, Delete, Lock in place, Lock Properties, and Surface Materials. The Surface Materials submenu is open, showing options: Carpet, Ice, Metal, Rubber, Wood, and a Cancel button. An Apply button is also present.
- Property window:** A window titled "Property window" with an Object Name field and a list of properties. The properties are: Unit (x), Unit (x), Unit (x), Unit (x), Unit (x), and Unit (x). Each property has a corresponding value field (###.##) and a slider.
- Gravity Settings:** A window titled "Gravity" with a list of gravity options: Earth, Moon, Mars, Jupiter, Zero Gravity, and Planet X. The Planet X option is selected. A slider below the list is set to 1.50 G.

At the bottom of the screen, there is a "Play/Set Up Mode" button and a "Tutorial" button.

Property window will replace the inventory gallery to show an object's properties—of which the user may or may not be able to change—when object is selected

Newton's Park A3

Reference Sheet - Launch Code AP119



Playback Menu

- Exit Review Mode
- Pause/ Play
- Restart Playback
- Adjust Playback Speed
- Moveable Progress Bar (Left/ Right Arrow Keys)
- Play Backwards

Soccer Ball 1

Diameter (m)	0.40
Mass (kg)	3.00
Velocity (m/s)	4.10
Acceleration (m/s ²)	80.52
Displacement (m)	1.78
Distance (m)	1.90
Height (m)	0.34

Properties are not editable in Review Mode

Review Mode

Function	Keyboard Shortcut
Reset View	R
Zoom Out	+
Zoom In	-
Move	M
Draw	D
Text	T
Line	L
Undo	Ctrl-Z
Redo	Ctrl-Y
Cut	Ctrl-X
Copy	Ctrl-C
Paste	Ctrl-V
Open Slidebuilder	B
Import	O
Open Activity Gallery	A
Bold	Ctrl-B
Italics	Ctrl-I
Underline	Ctrl-U
Link Text	Ctrl-K
Switch between Slides or Notebook Pages	Left/ Right Arrows
Enter Review Mode	E