



Maşini simple

Erasmus+
Project No.: 2021-1-EL01-KA220-SCH-000023967

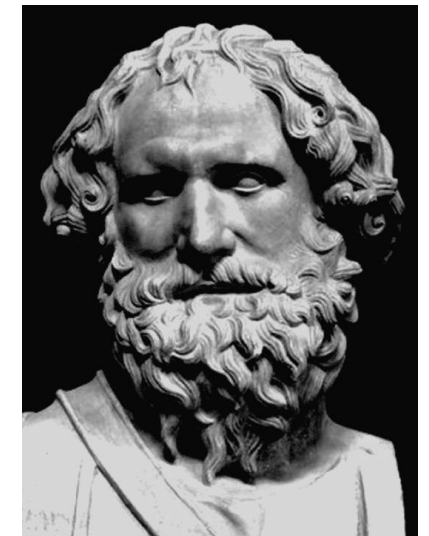
Call 2021 Round 1 KA2
KA220-SCH - Cooperation partnerships in school education
STEM Education for Primary Schools
STEM for Youngsters



Mașina simplă prezentată
astăzi este pârghia.

Arhimede a fost inventator
în Grecia Antică. A fost un
om de știință din Siracuza,
Sicilia.

Arhimede a făcut multe
invenții. A fost un mare om de
știință.



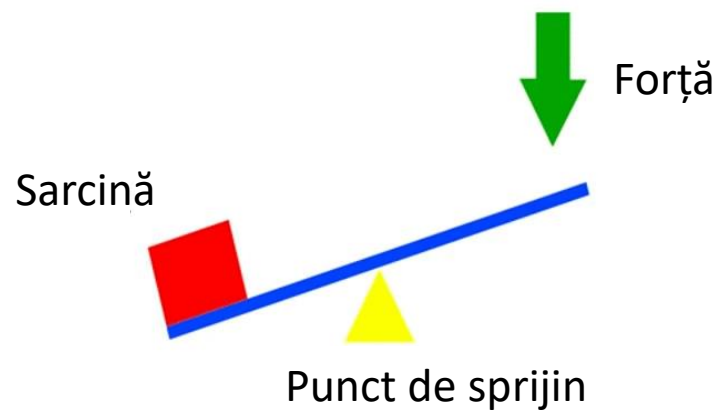


Odată l-au întrebat dacă
pârghia este utilă. El a răspuns
„Dă-mi un loc unde să stau și
voi muta Pământul”.

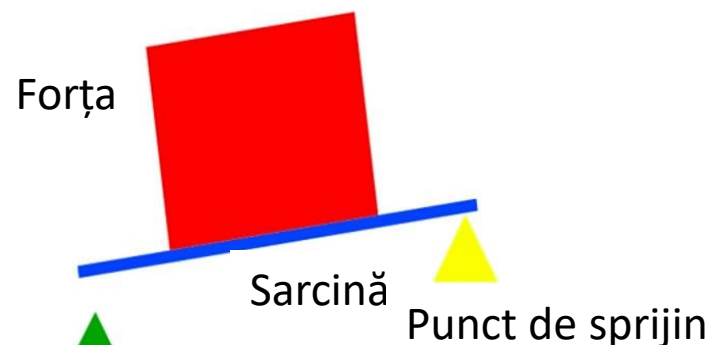
Pârghia este un obiect rigid care
nu se îndoaie. Cu ajutorul unui
punct de sprijin, crește forța
unui obiect asupra altuia.



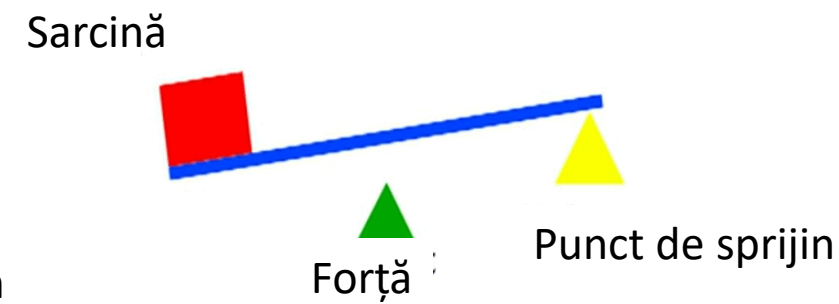
În funcție de poziția punctului de sprijin și de forța aplicată, există trei tipuri de pârghii.



Primul tip : punct de sprijin în mijloc



Al 2^{-lea} tip : sarcină în mijloc



Al 3^{-lea} tip : forță în mijloc

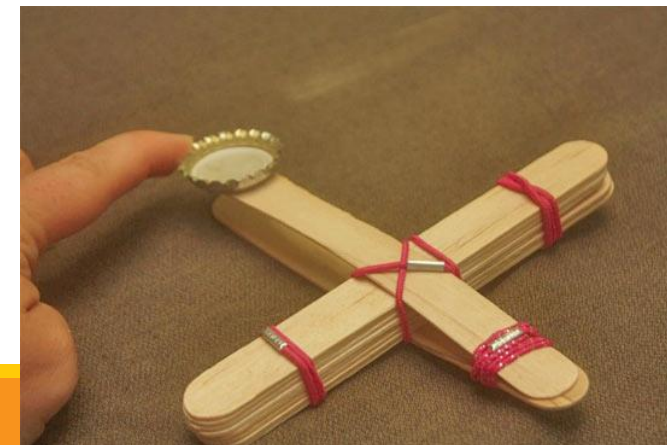
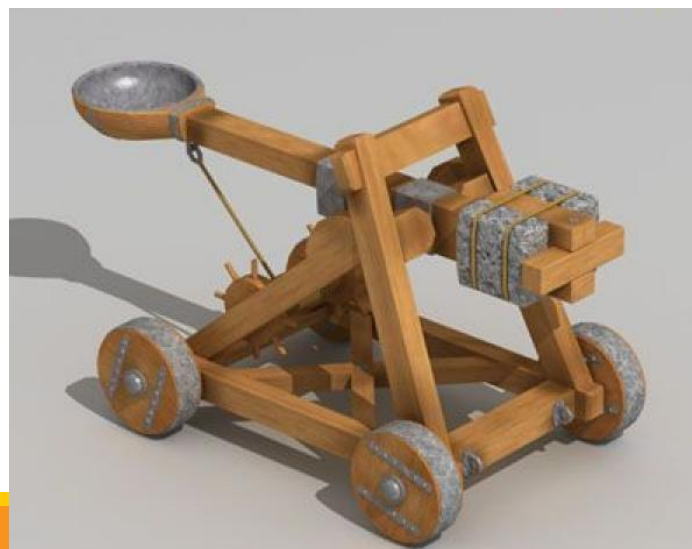
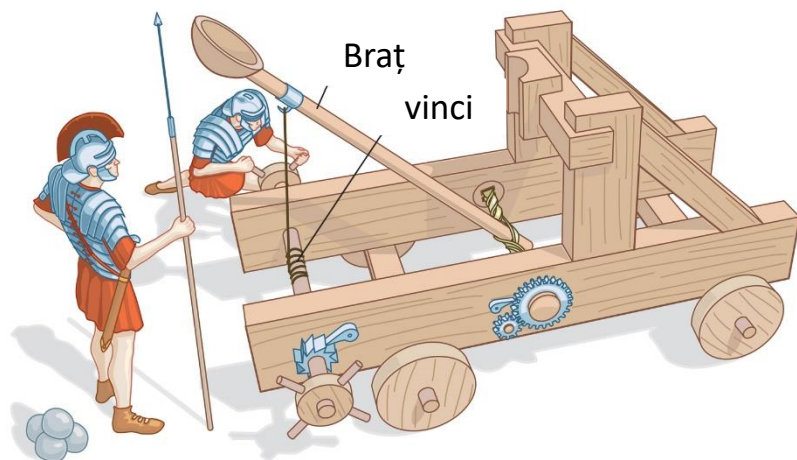
Vă puteți gândi la câteva exemple pentru fiecare tip?

Aici sunt cateva exemple. Numiți obiectele și găsiți unde se află punctul de sprijin, forța și sarcina.

Tip 1	Tip 2	Tip 3
		
		
		
		
		

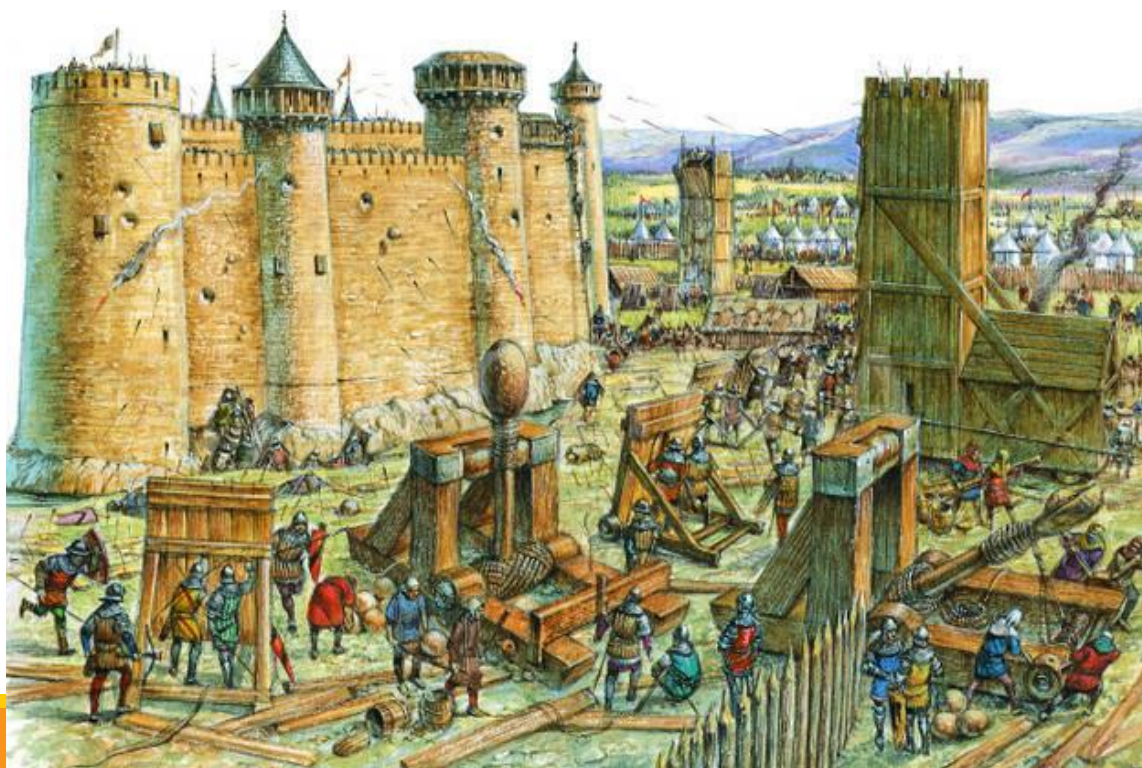


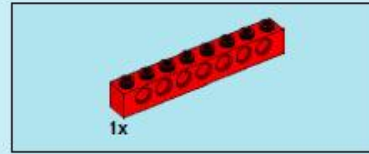
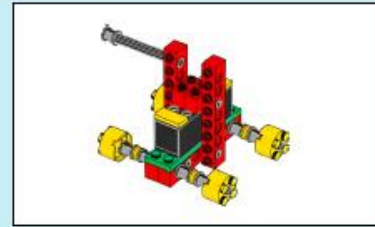
Astăzi vom construi
catapulte. Știți ce sunt și
unde au fost folosite?



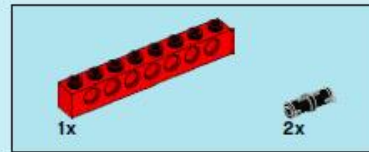


Au fost folosite în
Siracuza, în Roma antică
și în castele medievale.

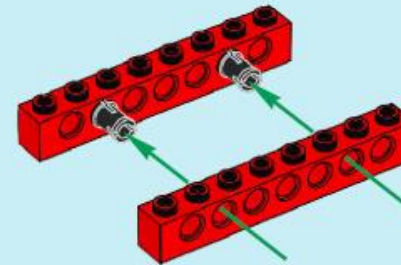




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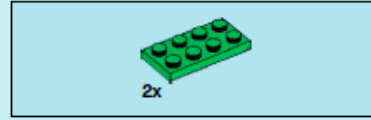


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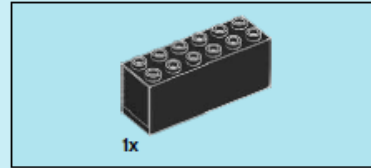
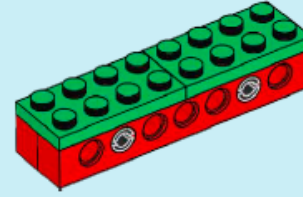


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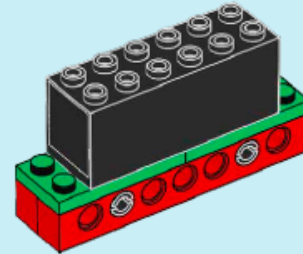
CATAPULTA

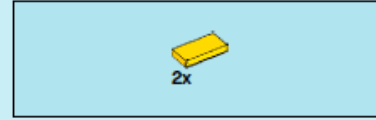


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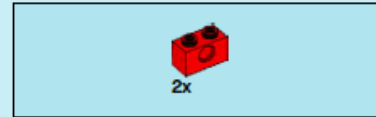
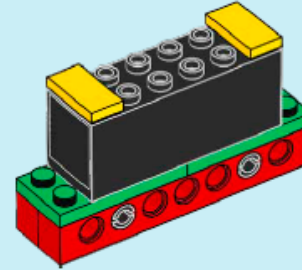


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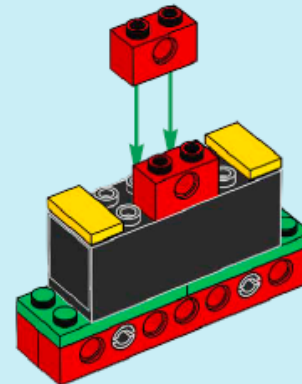




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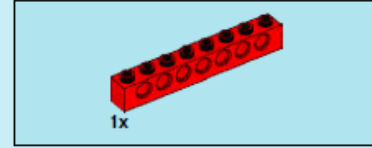
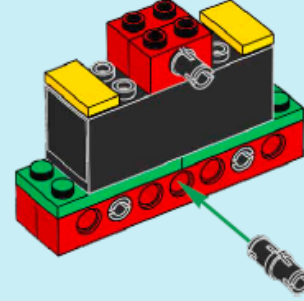


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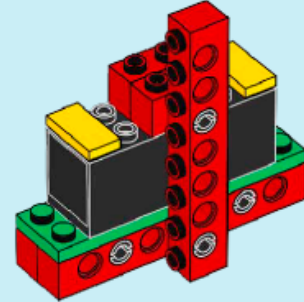


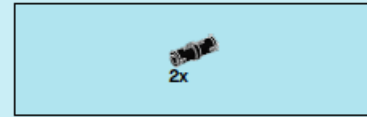


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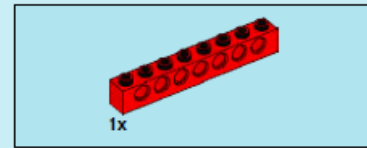
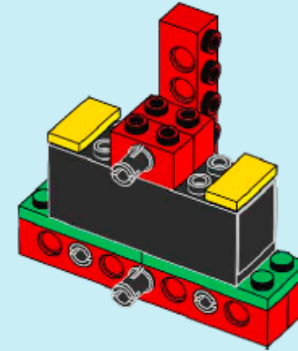


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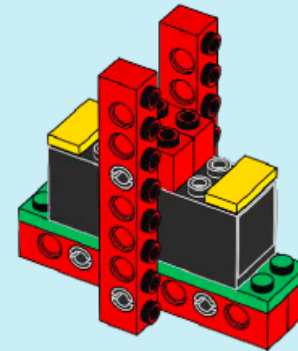




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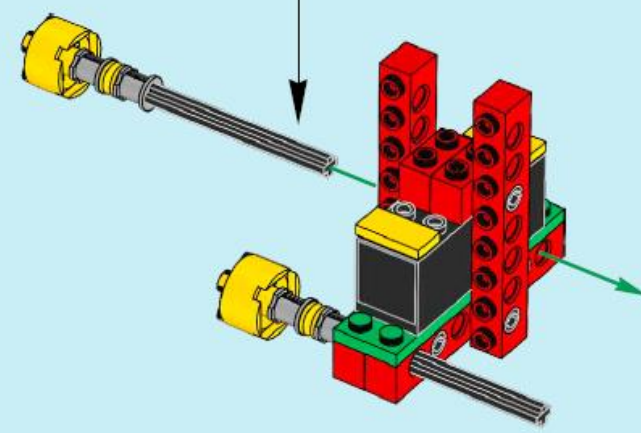
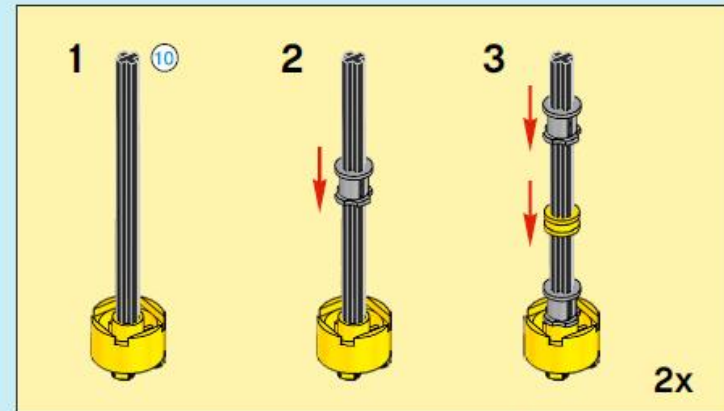


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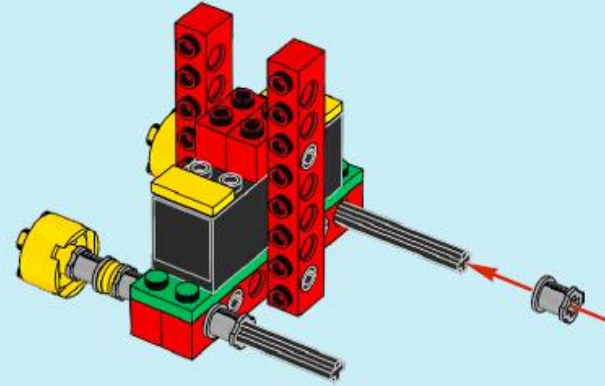


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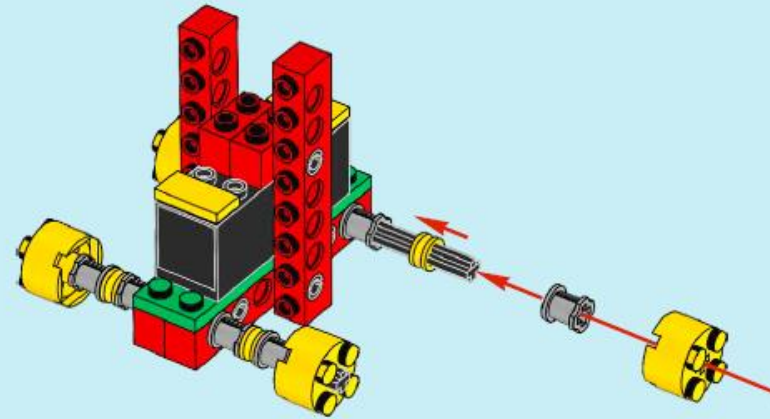


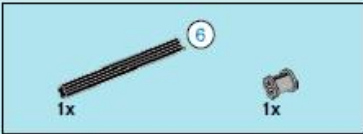
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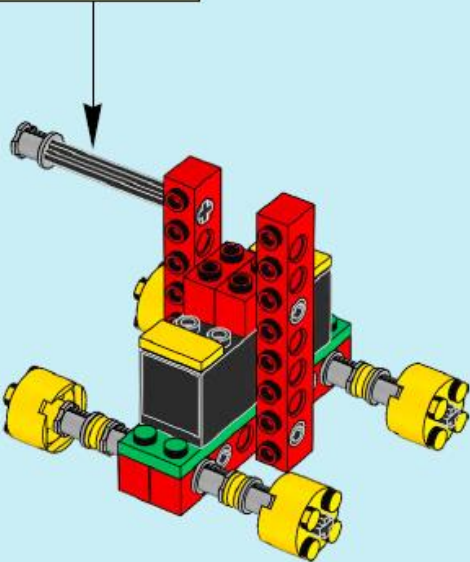
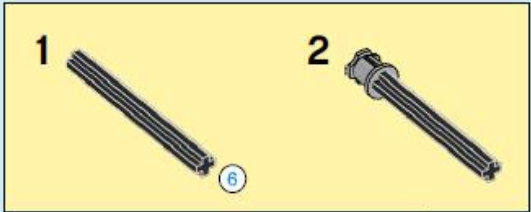


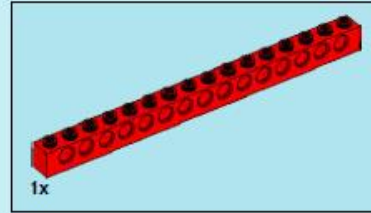
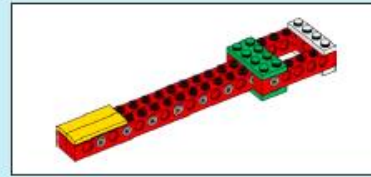
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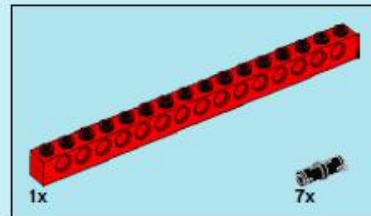
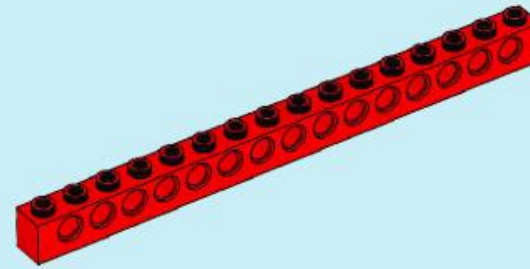


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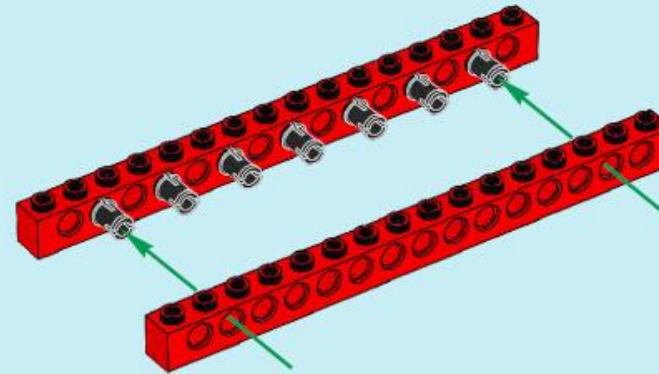




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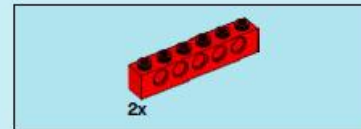
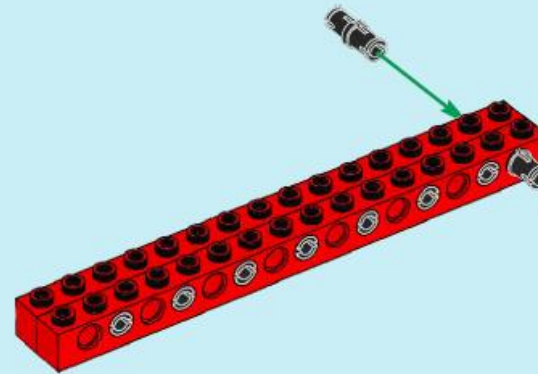


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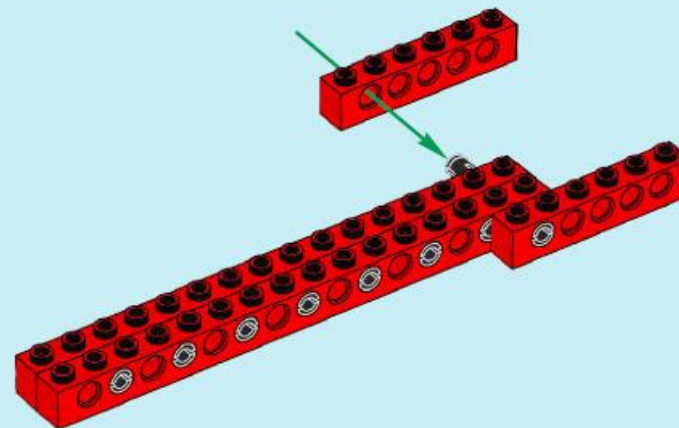


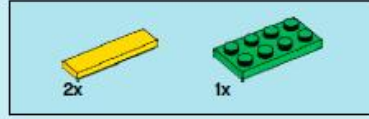


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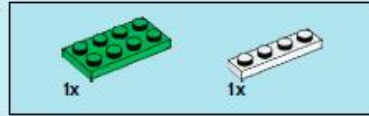
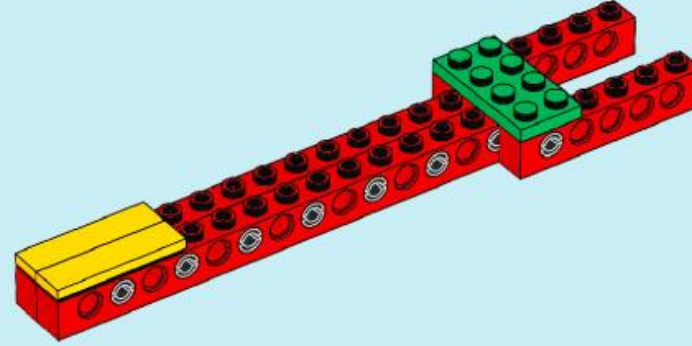


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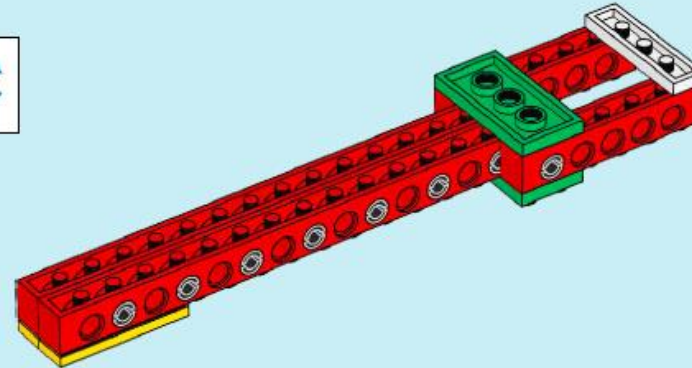


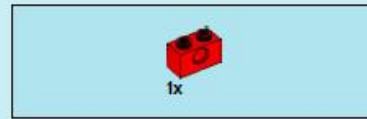


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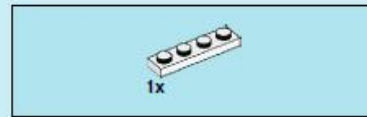
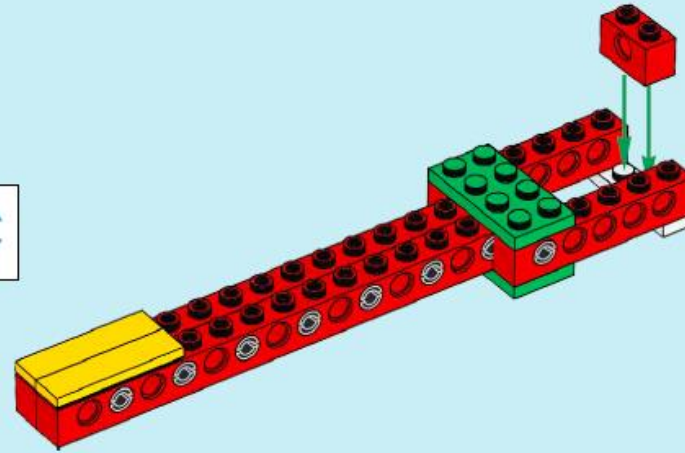


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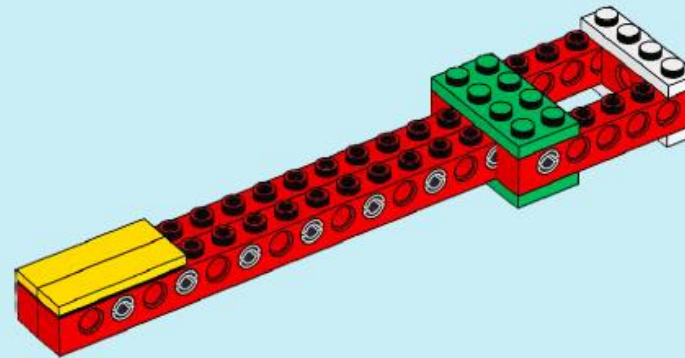




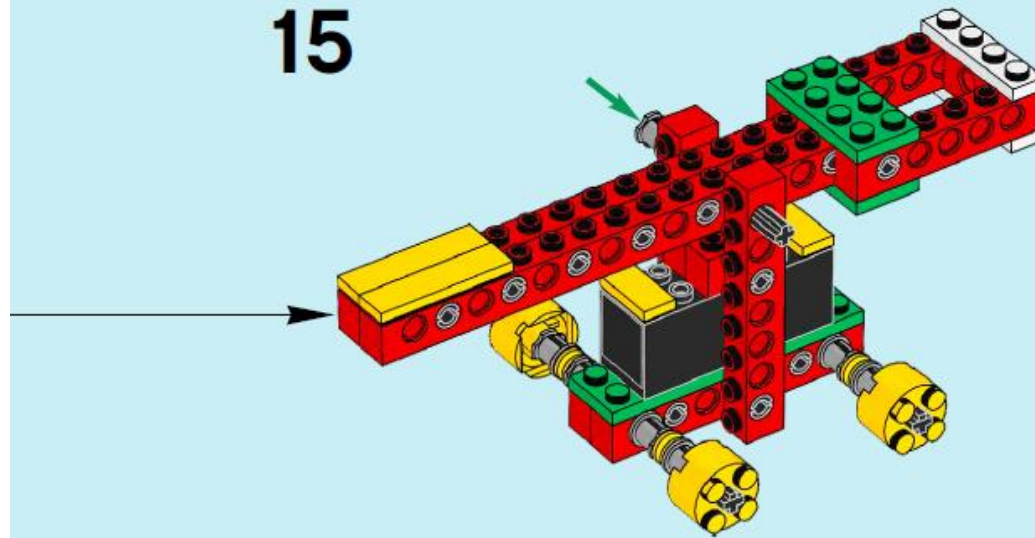
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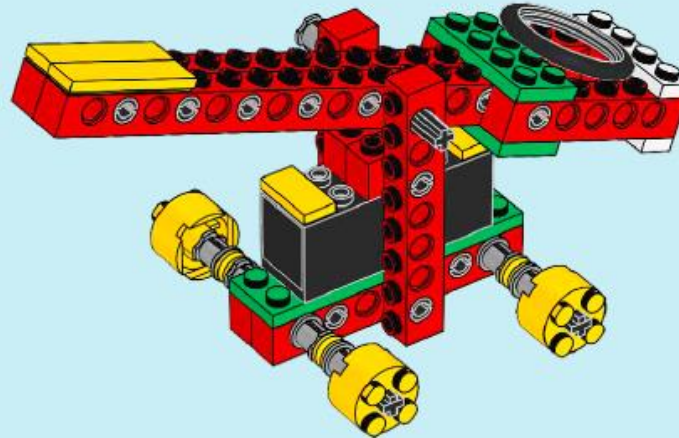


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Modificări

