

Scroll through topics

CURRICULUM

<u>Glass</u>

<u>Ceramics</u>

Concrete

<u>Composites</u>

<u>Membranes</u>

<u>Textiles</u>

<u>Cardboard</u>

<u>Metals</u>

Introduction to material technology Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Bibendum est ultricies integer quis. laculis urna id volutpat lacus laoreet. Mauris vitae ultricies leo integer malesuada... The physical properties of materials The mechanical properties of materials <u>Materials</u> Wood

Scroll through topics

CURRICULUM

click

Introduction to mater

Lorem ipsum dolo<mark>r sit a met,</mark> consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Bibendum est ultricies integer quis. laculis urna id volutpat lacus laoreet. Mauris vitae ultricies leo integer malesuada...

The physical properties of materials

The mechanical properties of materials

<u>Materials</u>

<u>Wood</u>

<u>Glass</u>

<u>Ceramics</u>

<u>Concrete</u>

<u>Metals</u>

<u>Composites</u>

<u>Membranes</u>

<u>Textiles</u>

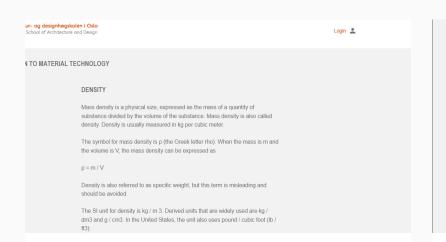
<u>Cardboard</u>

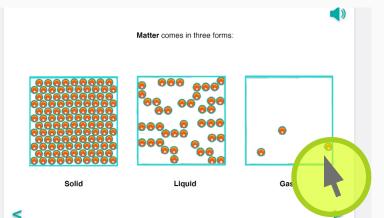
MODE

There are different preferences when it comes to learning.

How do you want to learn today? It's up to you.

Don't worry you can change it any time you want.









Text

The good old way of receiving the subject material.

Illustration

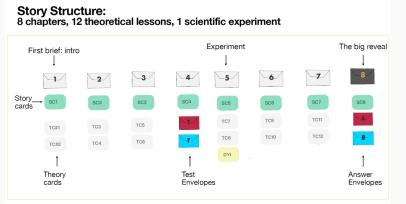
Illustration is a visually based way of receiving the subject material.

Video

Learn through video. Watch a prerecorded lecture or an experiment.

Audio

The subject material is read aloud for you.





Plash de la constitución de la c

Interactive

Interactive learning means using games or interactive courses. There are som physical games as well that can be lent out at the library.

Demo / Example

This mode focus on 'reality' and presents use cases and examples form practical use. The subject matter put in a context that is relevant for you.

Physical

This mode takes learning out of the digital domain. There are different kits that can be lent from the library.

Summary

You want it short and straight to the point? This mode gives it to you.

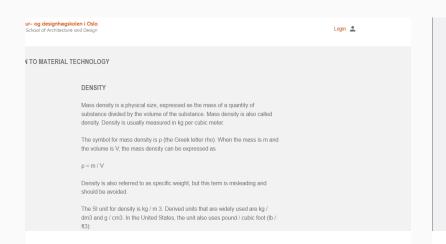


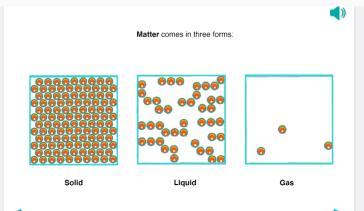
MODE

There are different preferences when it comes to learning.

How do you want to learn today? It's up to you.

Don't worry you can change it any time you want.



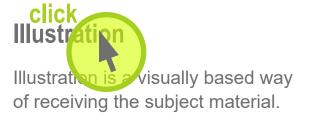






Text

The good old way of receiving the subject material.

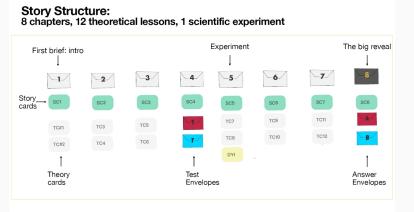


Video

Learn through video. Watch a prerecorded lecture or an experiment.

Audio

The subject material is read aloud for you.









Interactive

Interactive learning means using games or interactive courses. There are som physical games as well that can be lent out at the library.

Demo / Example

This mode focus on 'reality' and presents use cases and examples form practical use. The subject matter put in a context that is relevant for you.

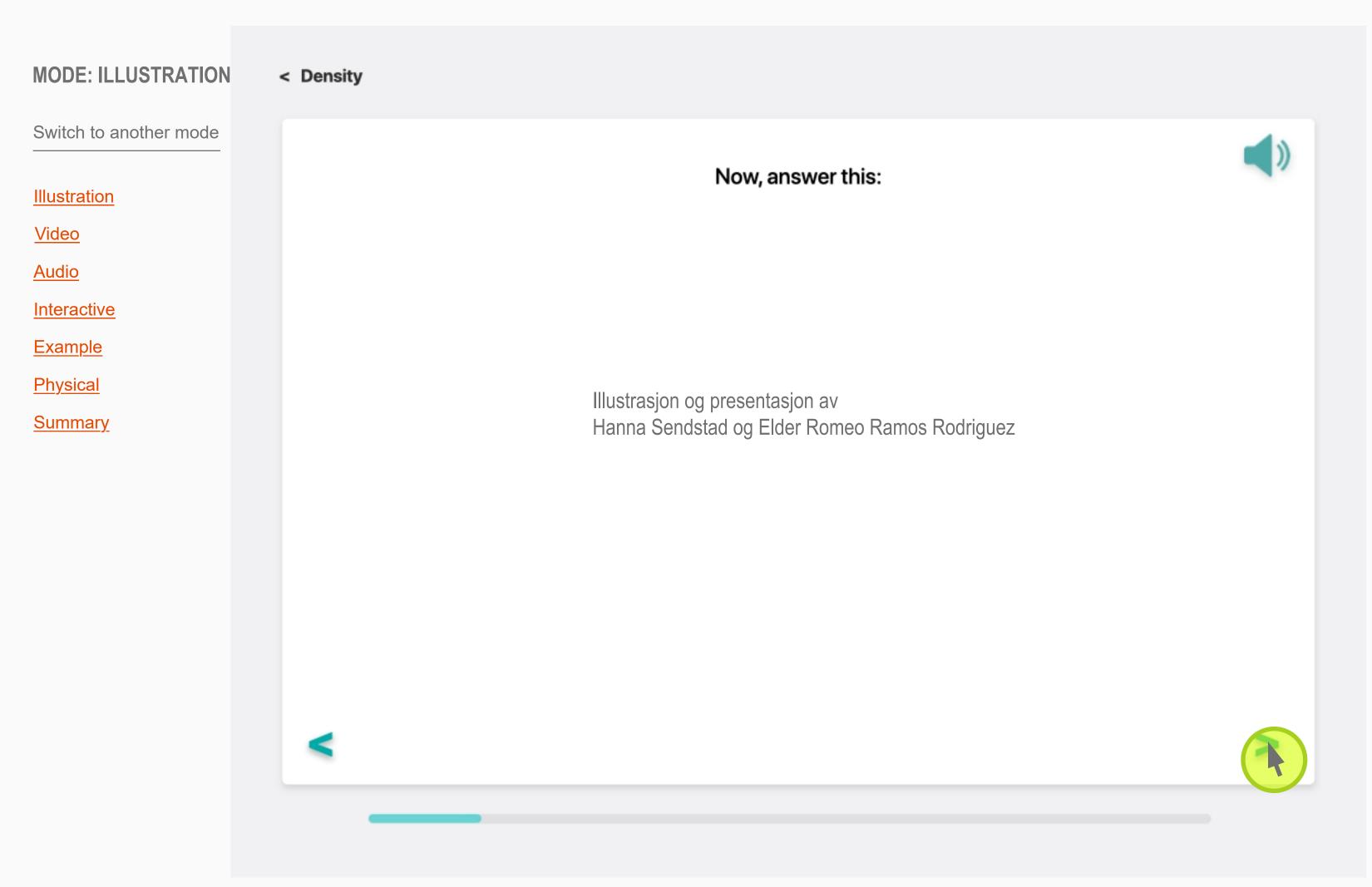
Physical

This mode takes learning out of the digital domain. There are different kits that can be lent from the library.

Summary

You want it short and straight to the point? This mode gives it to you.





MODE: ILLUSTRATION < Density Switch to another mode Now, answer this: **Illustration** <u>Video</u> Which is heavier, a pound of bricks or a pound of feathers? <u>Audio</u> <u>Interactive</u> **Example Physical** <u>Summary</u>

MODE: ILLUSTRATION

Switch to another mode

Illustration

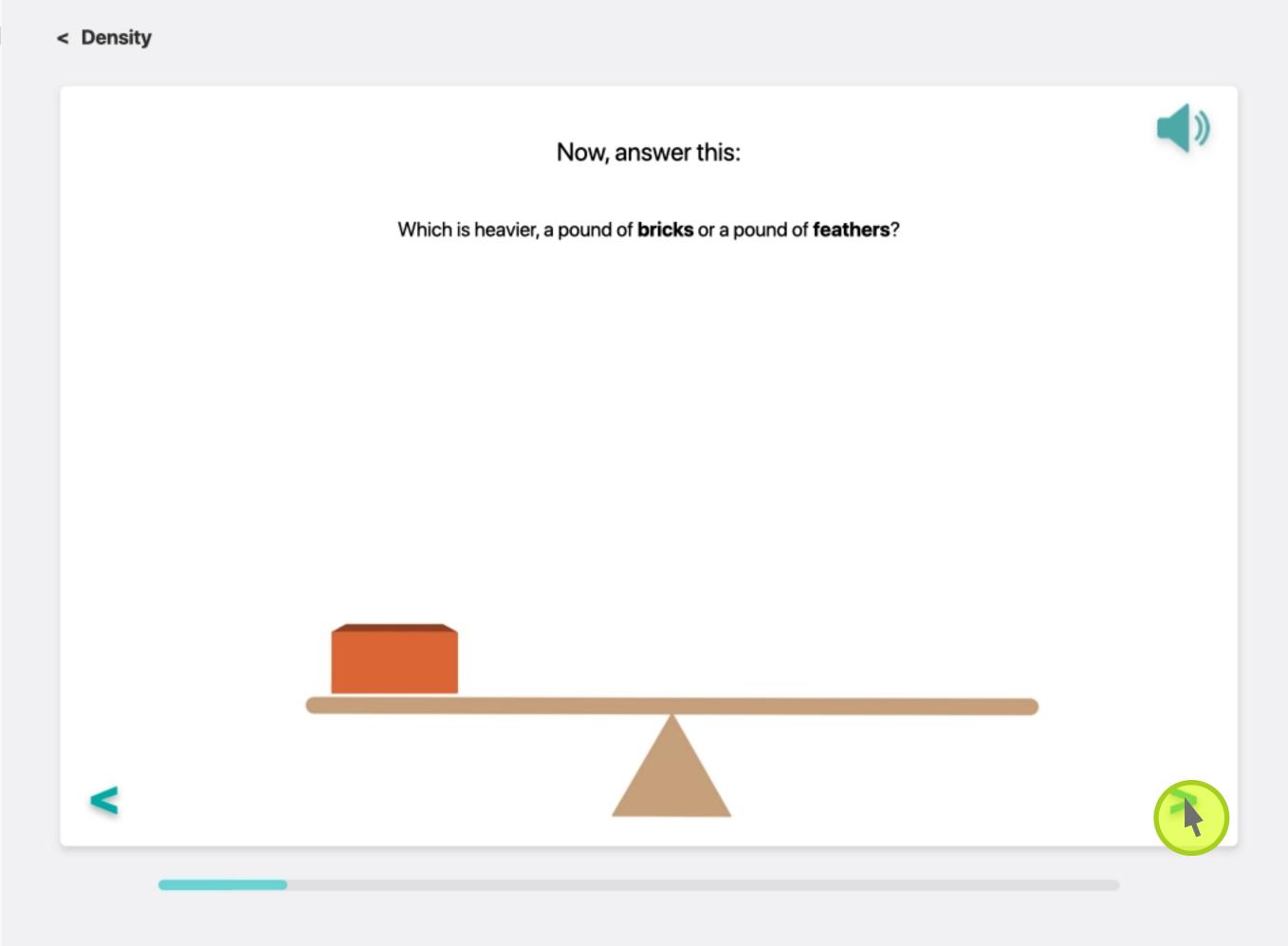
<u>Video</u>

<u>Audio</u>

<u>Interactive</u>

Example

Physical



MODE: ILLUSTRATION

Switch to another mode

Illustration

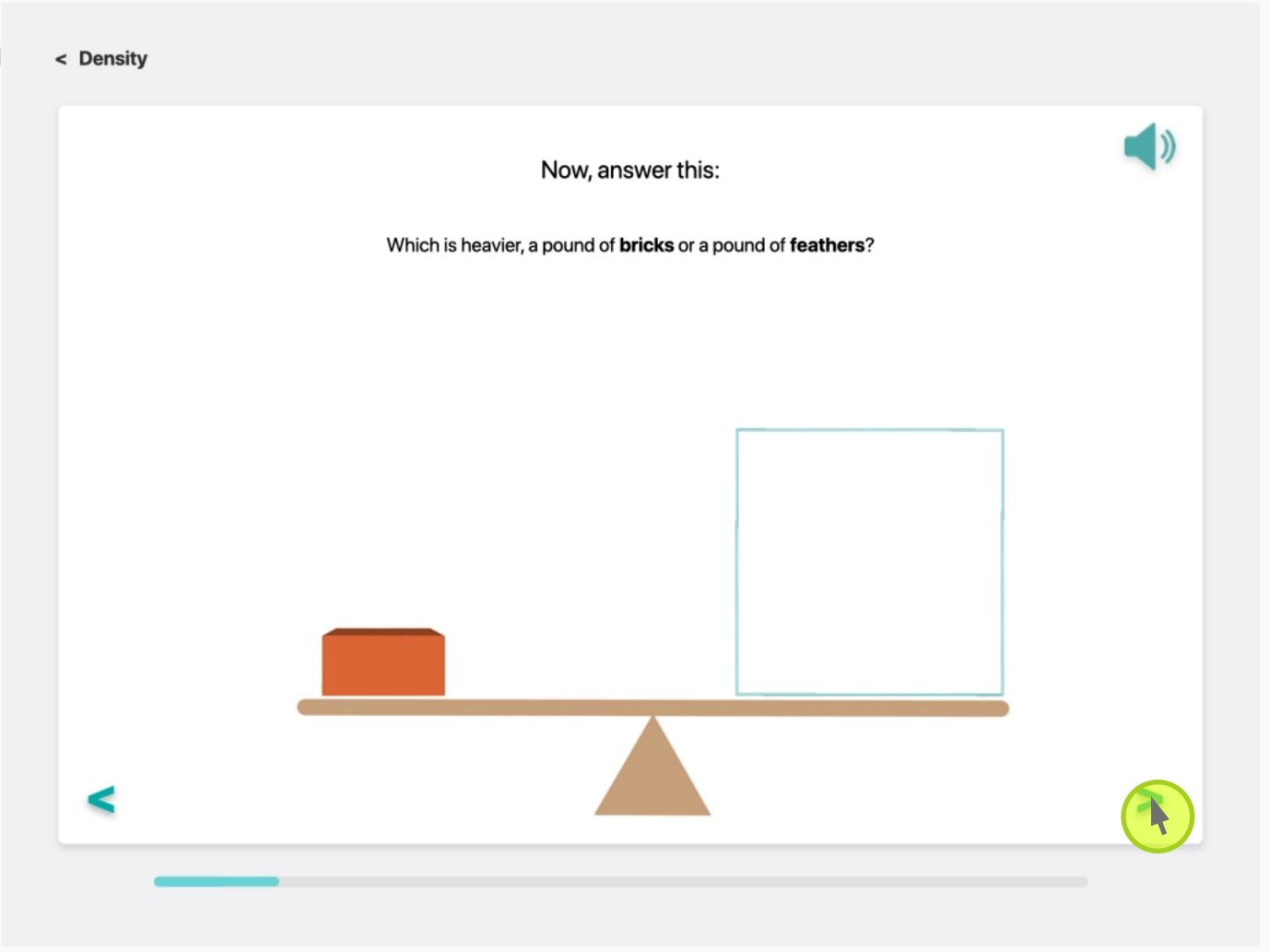
<u>Video</u>

<u>Audio</u>

<u>Interactive</u>

Example

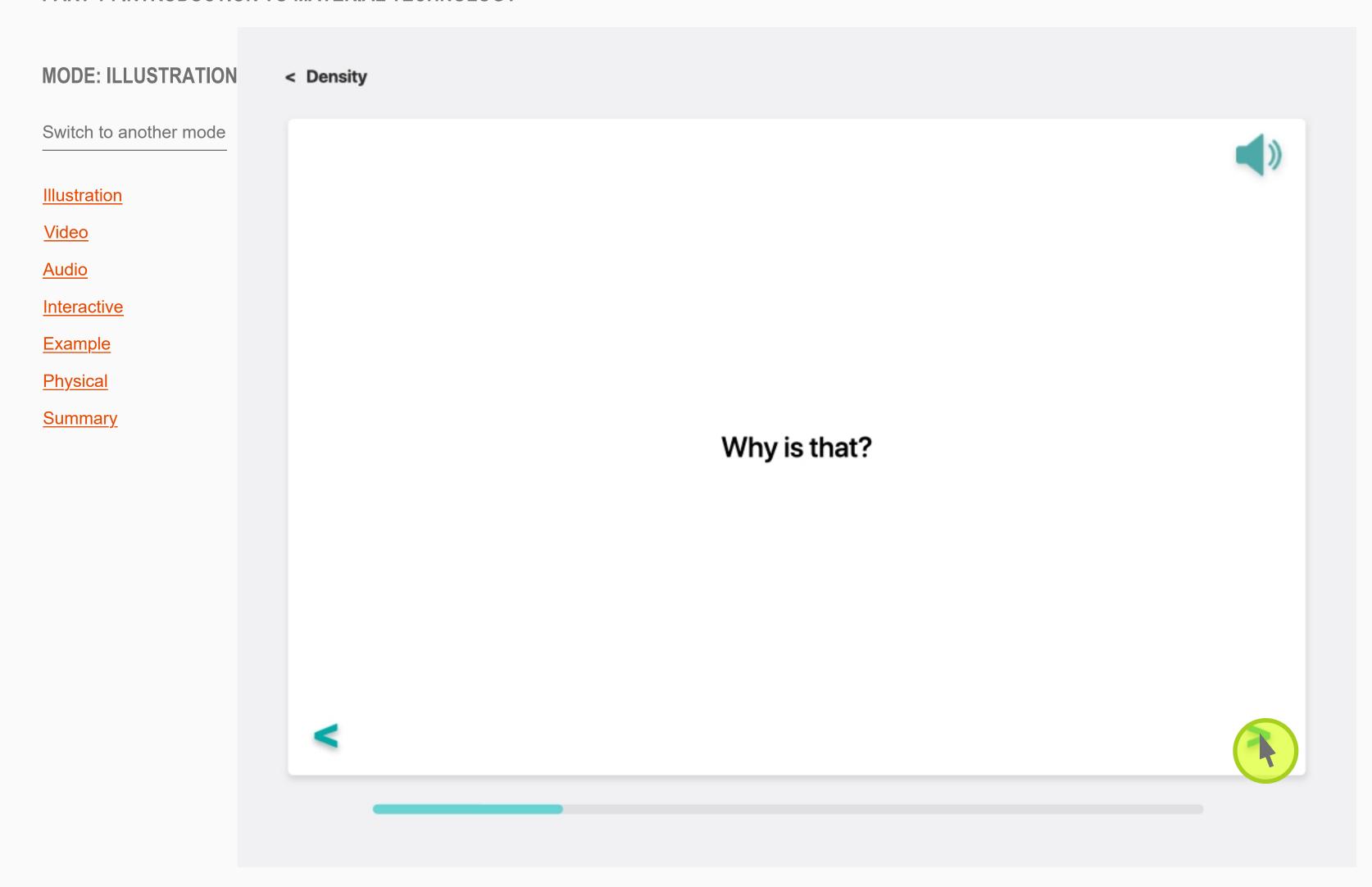
Physical





MODE: ILLUSTRATION < Density Switch to another mode **Illustration** <u>Video</u> <u>Audio</u> <u>Interactive</u> **Example Physical** <u>Summary</u> They are equal. But there is one difference. A pound of feathers will take up much more space than a pound of bricks.

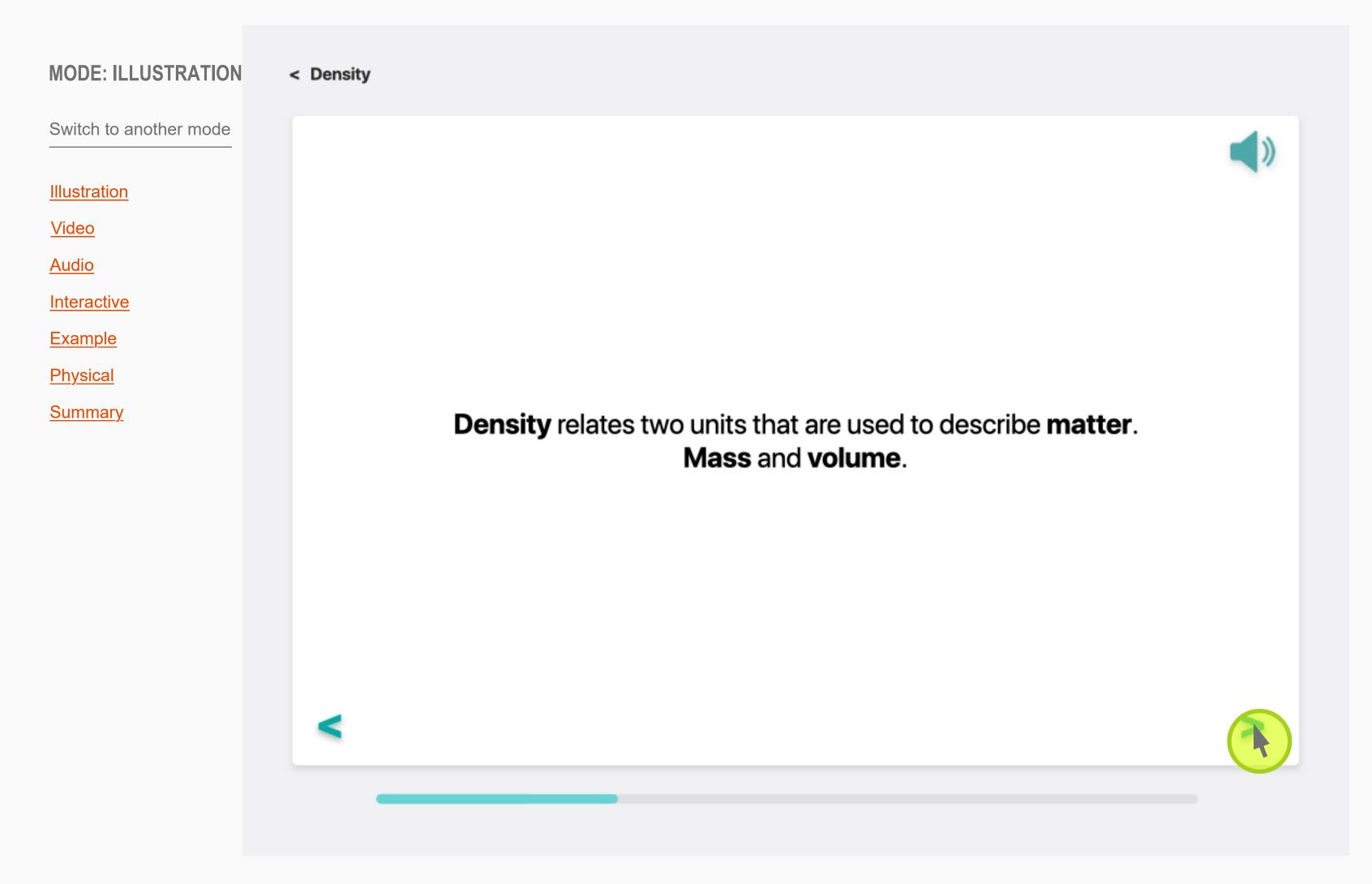






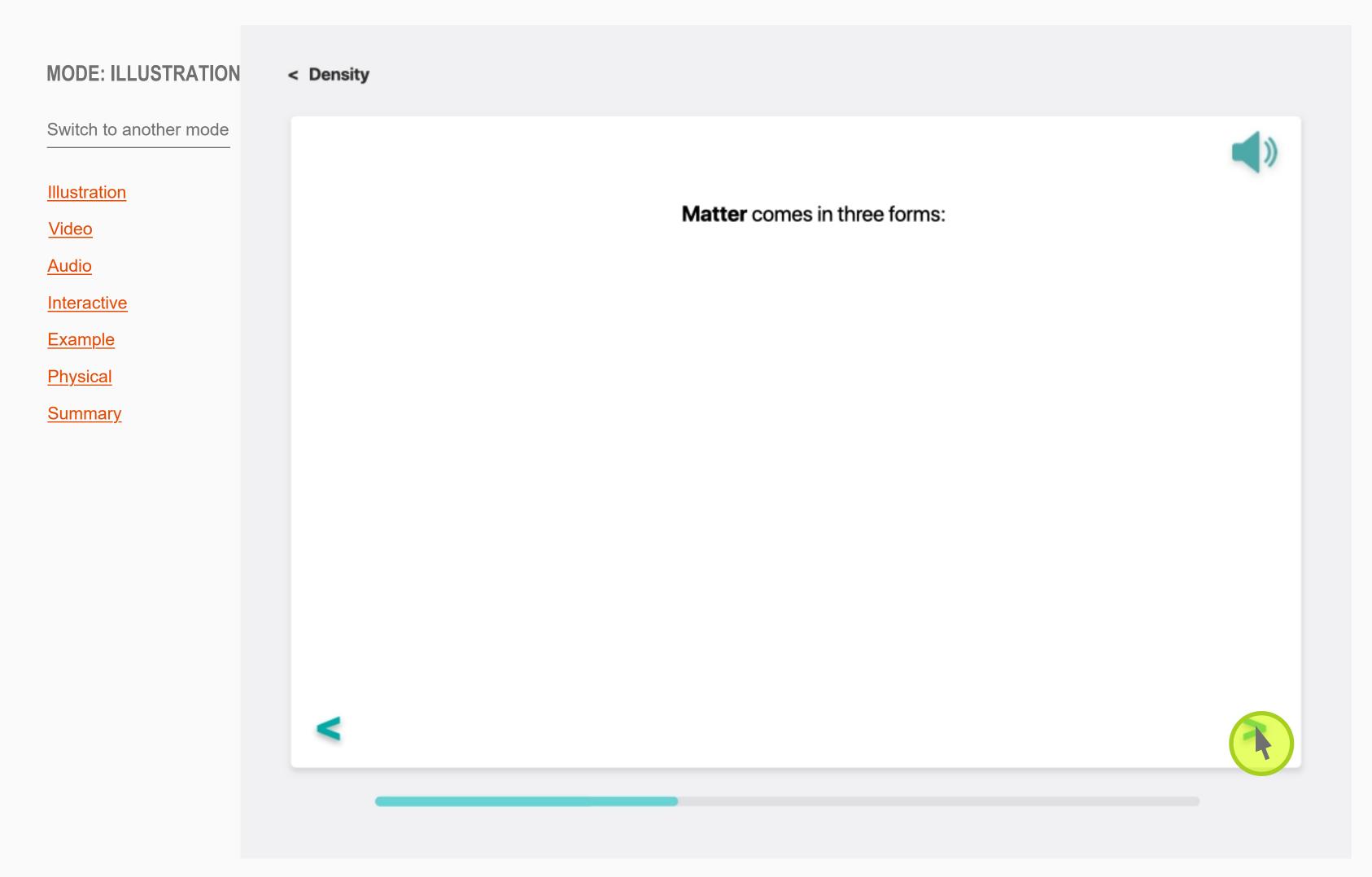
PART 1: INTRODUCTION TO MATERIAL TECHNOLOGY MODE: ILLUSTRATION < Density Switch to another mode **Illustration** It's because a pound of bricks is more **dense** than a pound of feathers. <u>Video</u> <u>Audio</u> <u>Interactive</u> **Example Physical** <u>Summary</u>



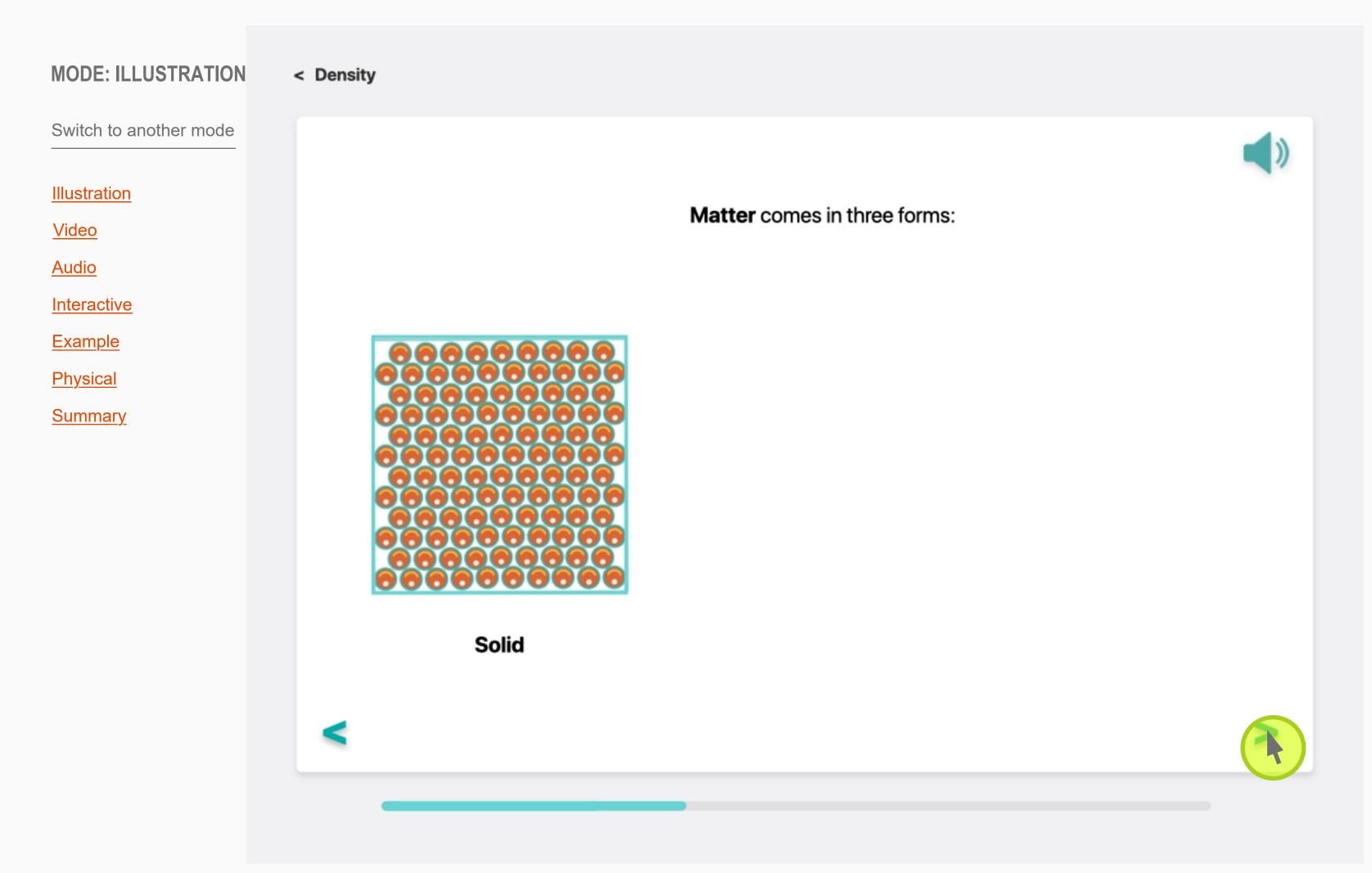


MODE: ILLUSTRATION < Density Switch to another mode **Illustration** <u>Video</u> <u>Audio</u> **Density** relates two units that are used to describe **matter**. <u>Interactive</u> Mass and volume. **Example Physical** <u>Summary</u> density --- p = m/Vvolume mass











MODE: ILLUSTRATION < Density Switch to another mode **Illustration** Matter comes in three forms: <u>Video</u> <u>Audio</u> <u>Interactive</u> **Example Physical** <u>Summary</u> Liquid Solid



MODE: ILLUSTRATION

Switch to another mode

Illustration

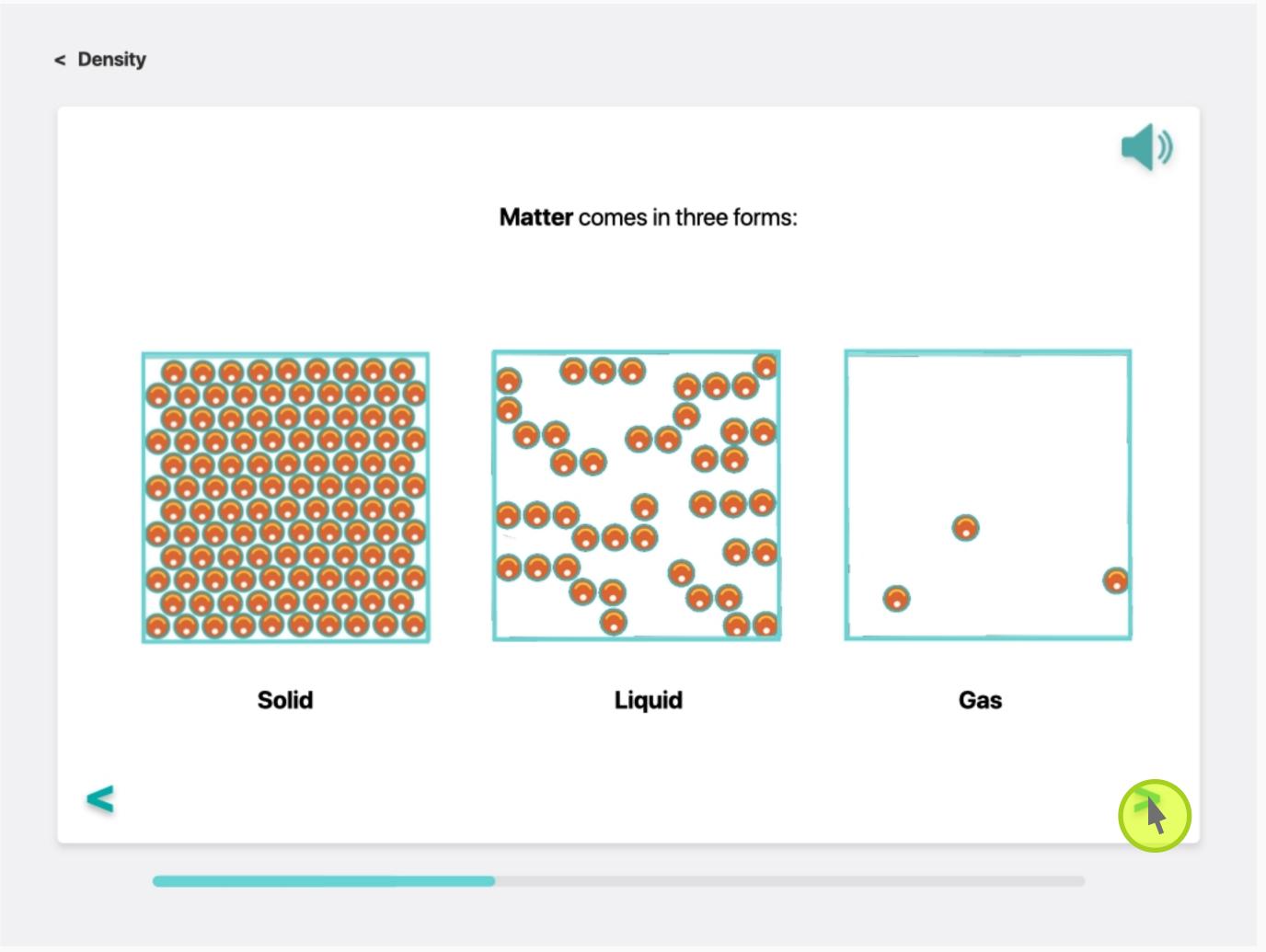
<u>Video</u>

<u>Audio</u>

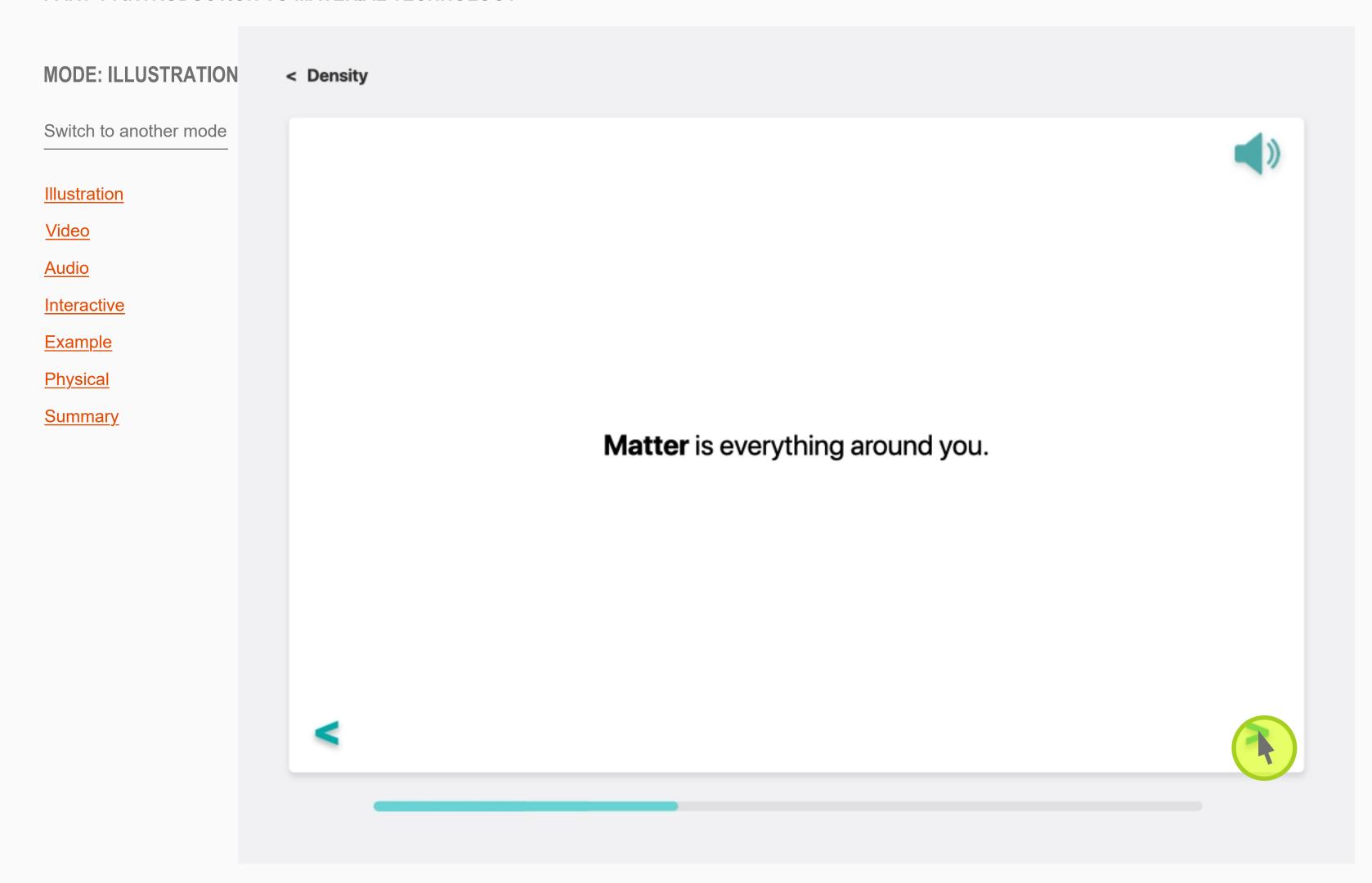
<u>Interactive</u>

Example

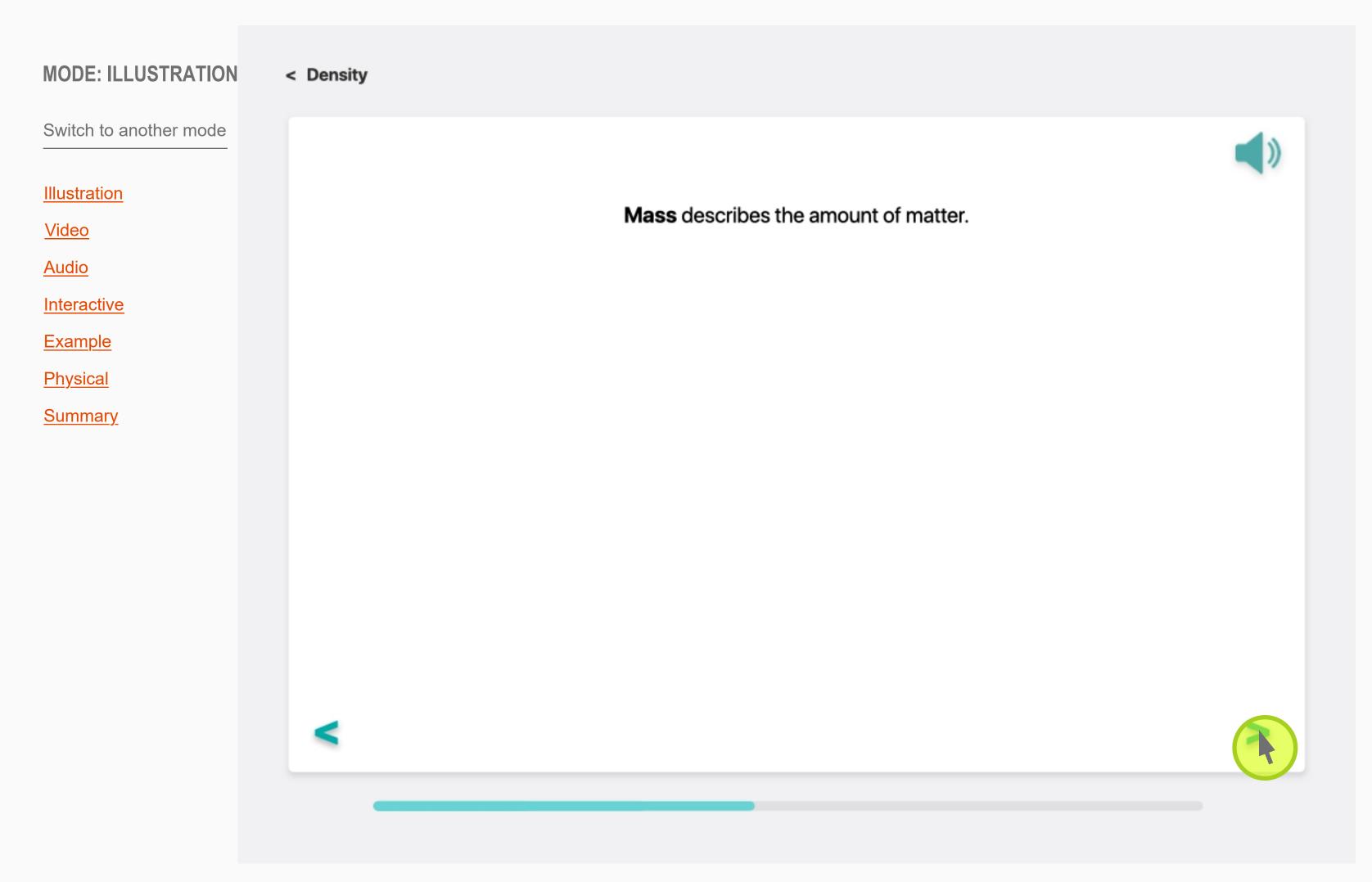
Physical





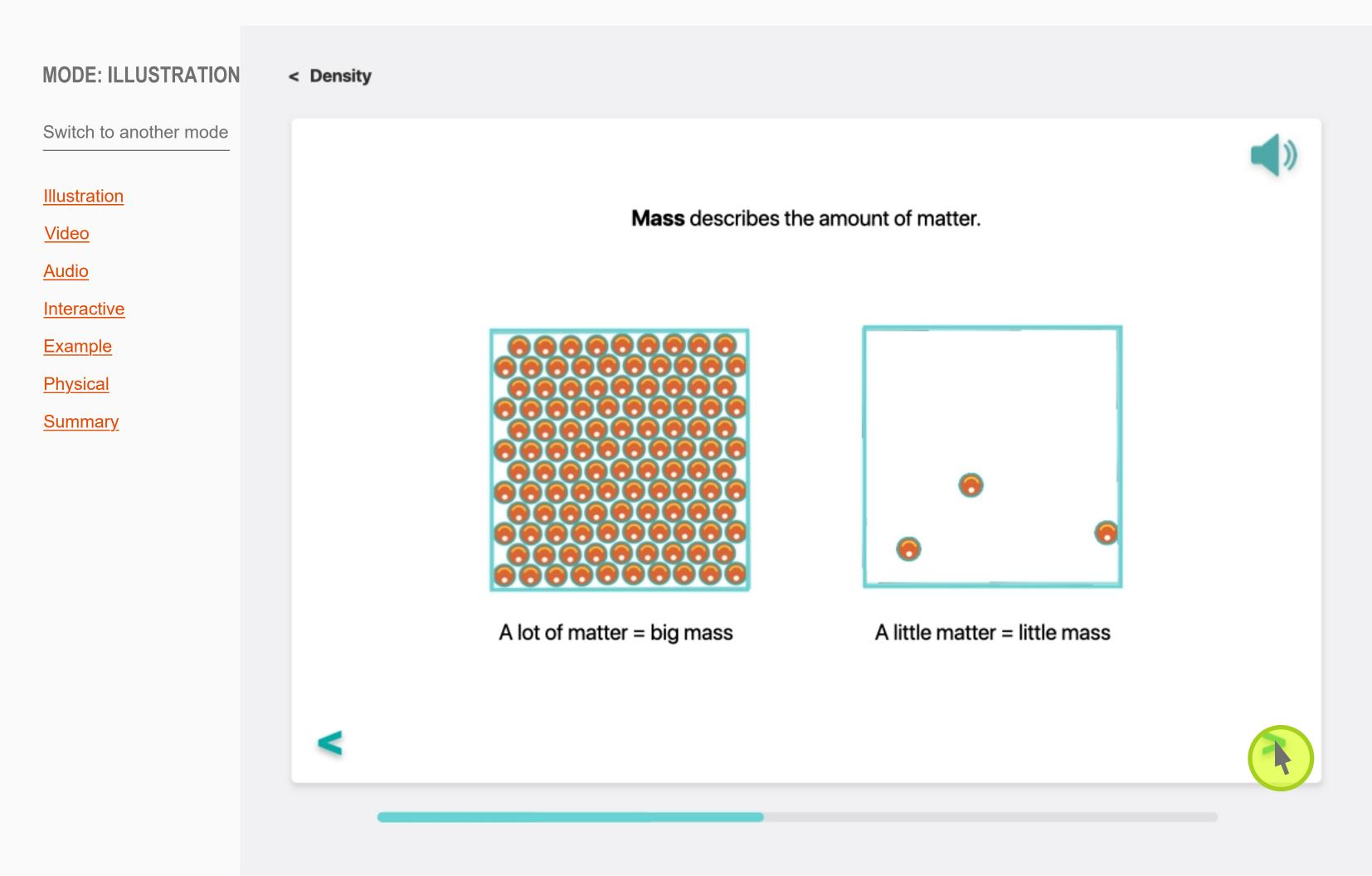




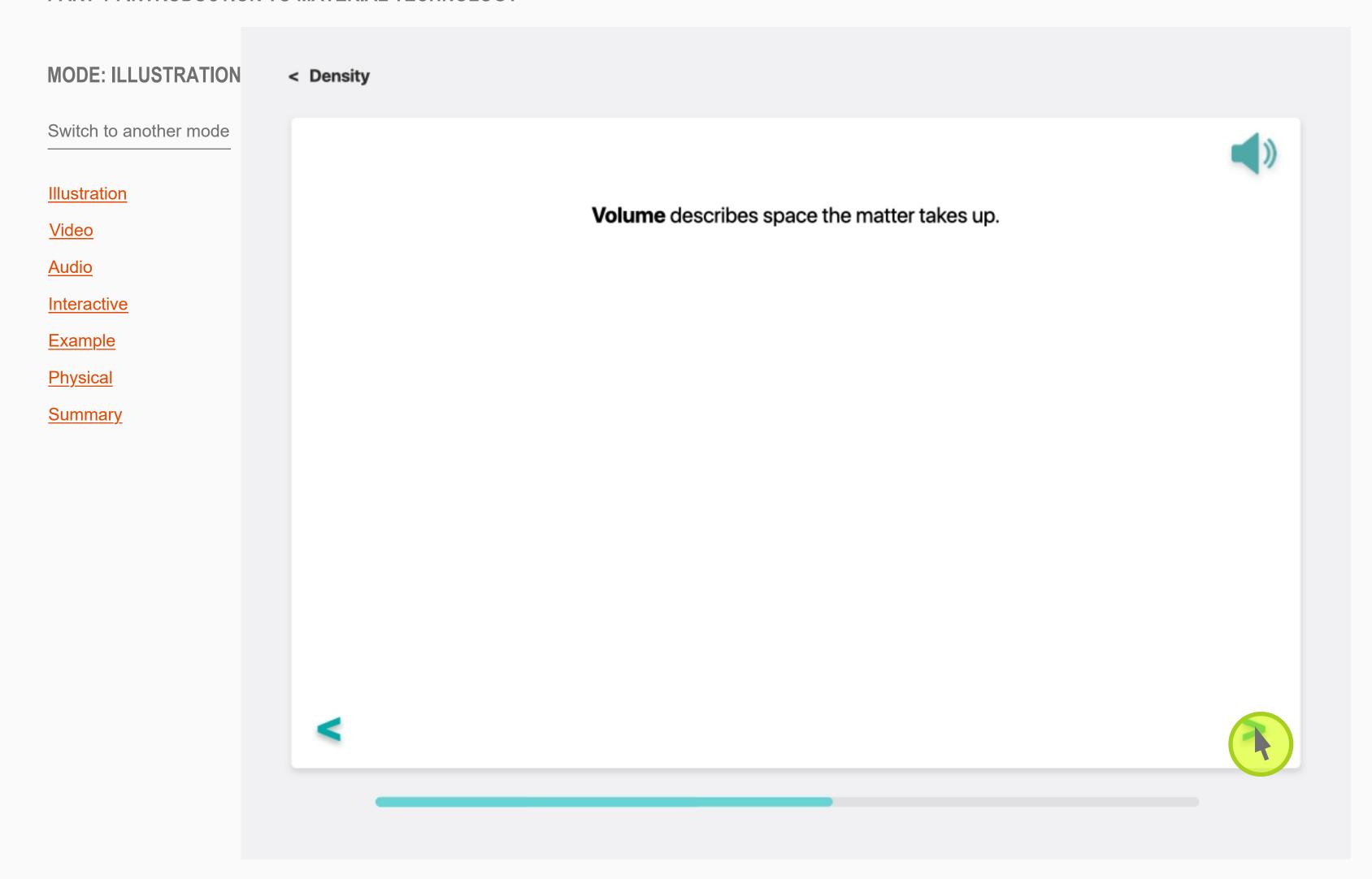


MODE: ILLUSTRATION < Density Switch to another mode **Illustration** Mass describes the amount of matter. <u>Video</u> <u>Audio</u> <u>Interactive</u> **Example Physical** <u>Summary</u> A lot of matter = big mass











MODE: ILLUSTRATION < Density Switch to another mode **Illustration** Volume describes space the matter takes up. <u>Video</u> <u>Audio</u> 1 cm3 <u>Interactive</u> **Example Physical** <u>Summary</u> 1cm A lot of matter in 1 cm3



MODE: ILLUSTRATION

Switch to another mode

Illustration

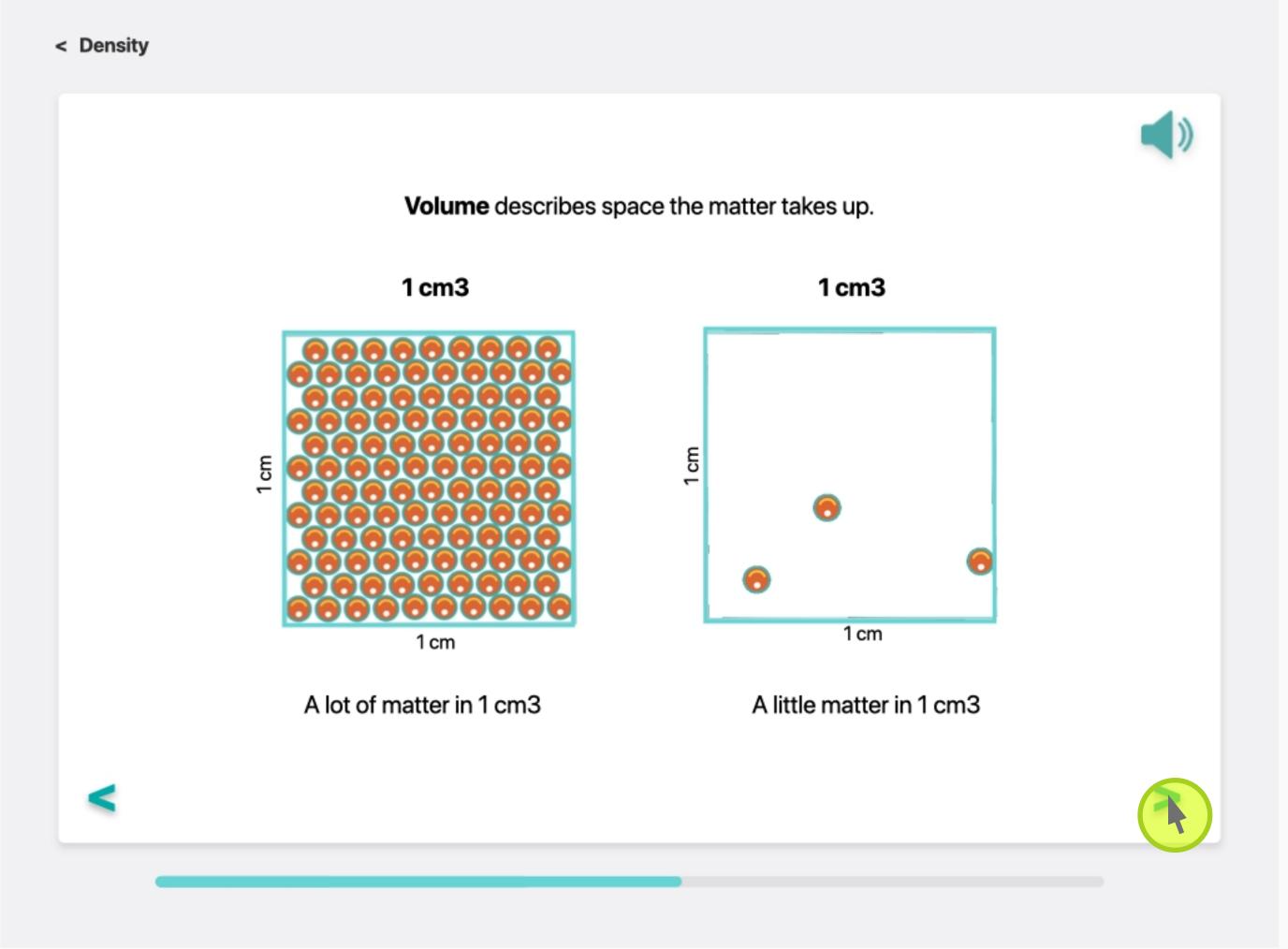
<u>Video</u>

<u>Audio</u>

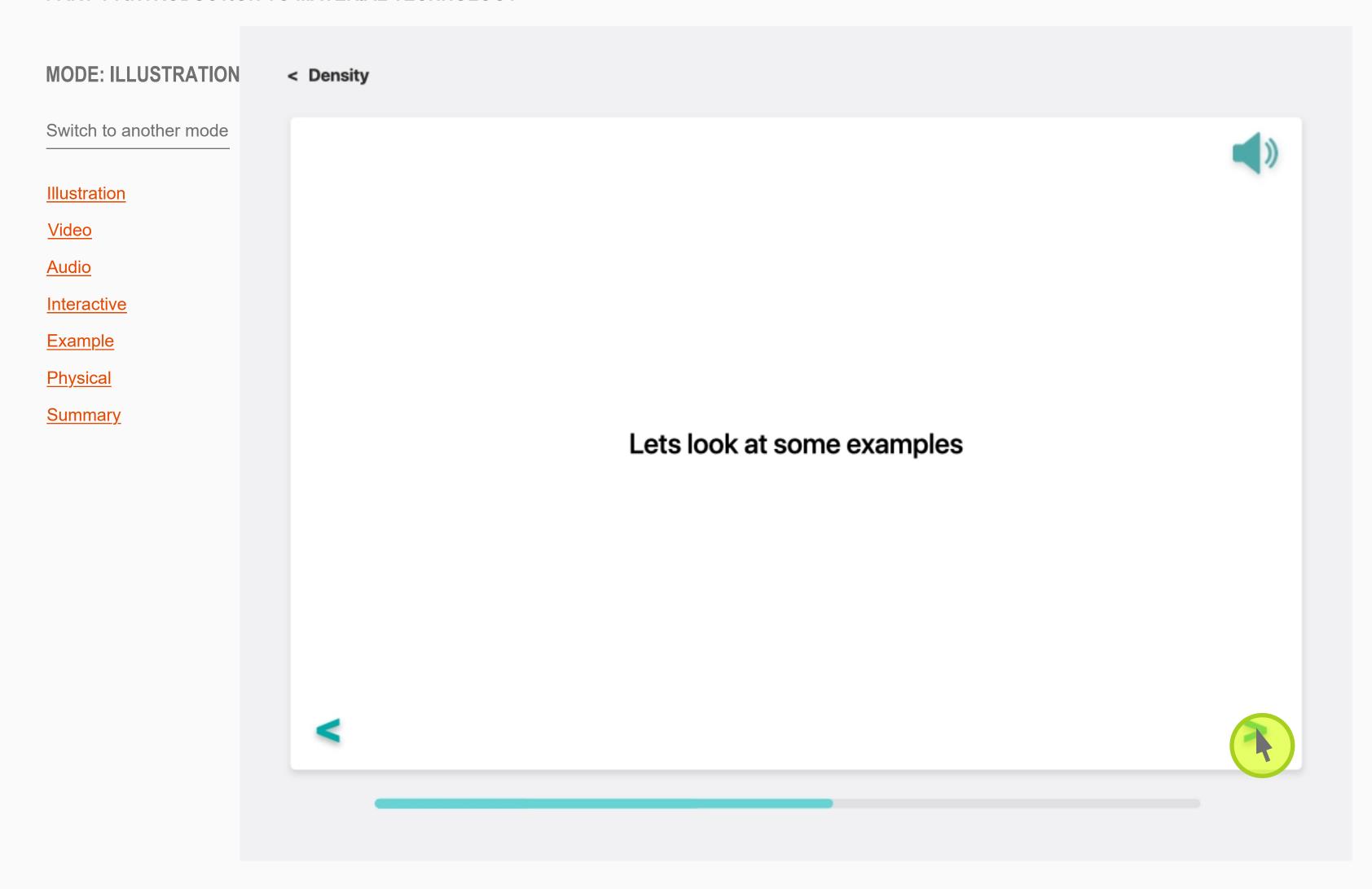
<u>Interactive</u>

Example

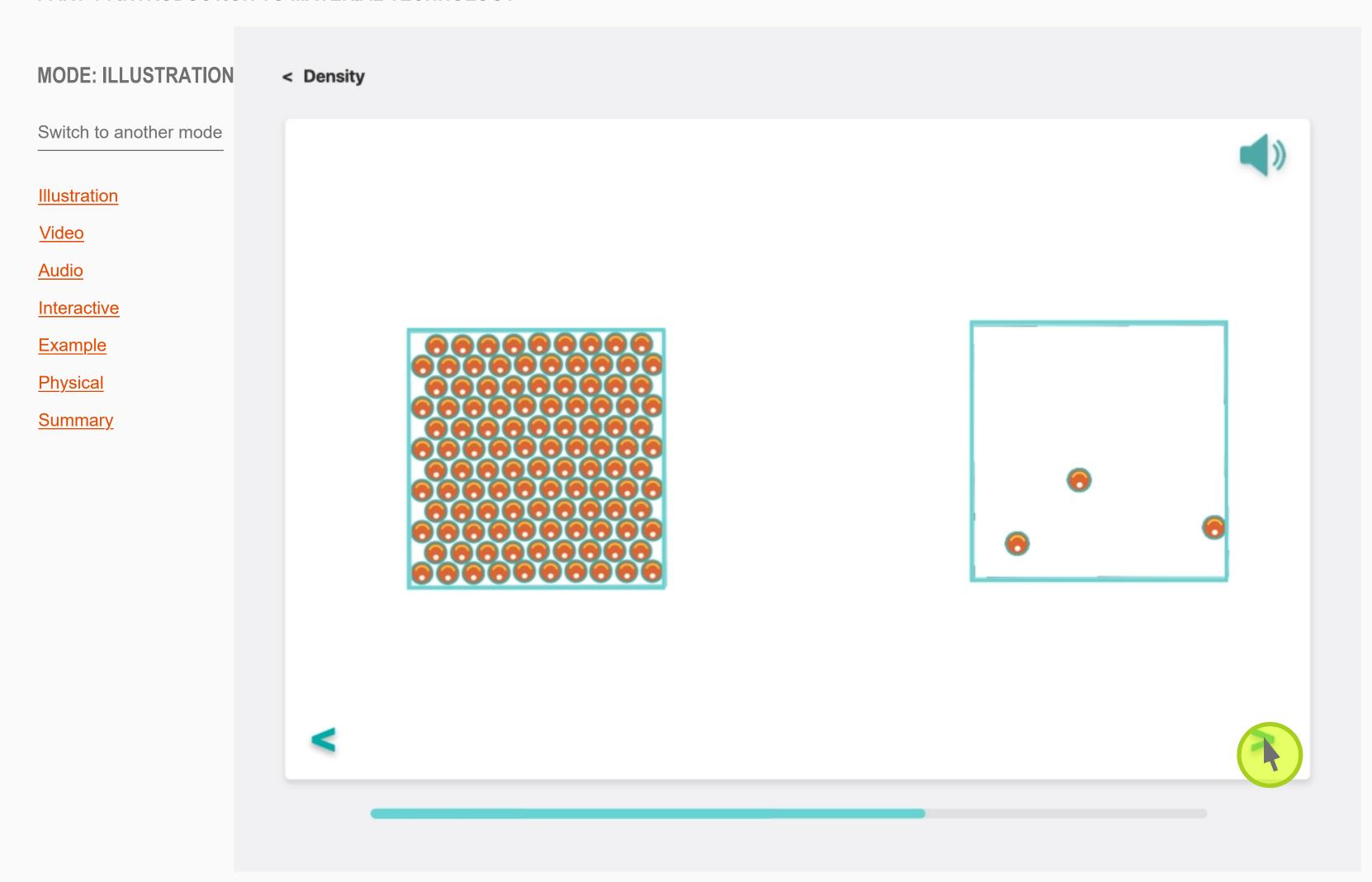
Physical

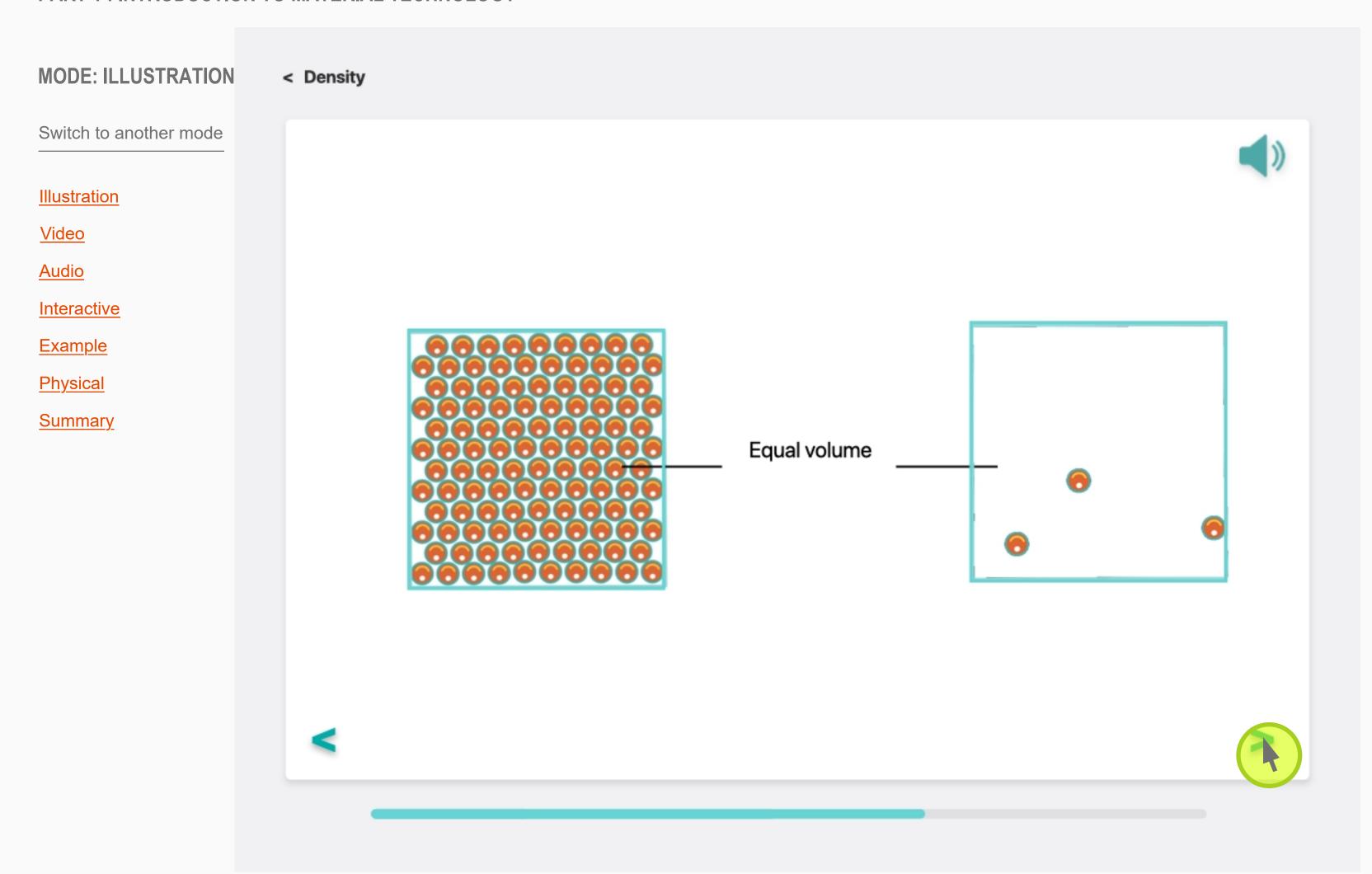


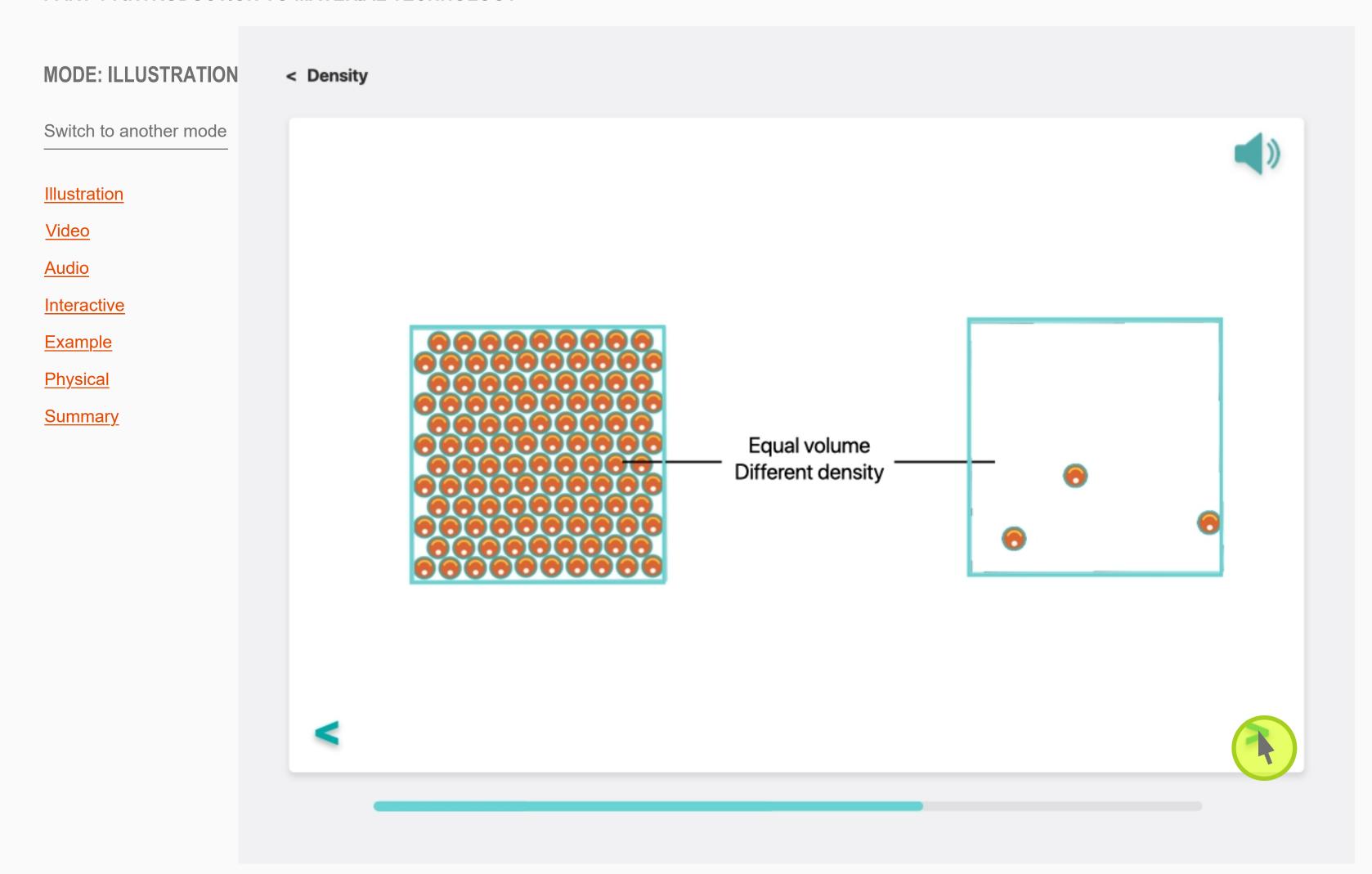












MODE: ILLUSTRATION < Density Switch to another mode **Illustration** <u>Video</u> <u>Audio</u> <u>Interactive</u> Lower density Higher density **Example Physical** <u>Summary</u> Equal volume Different density

MODE: ILLUSTRATION

Switch to another mode

Illustration

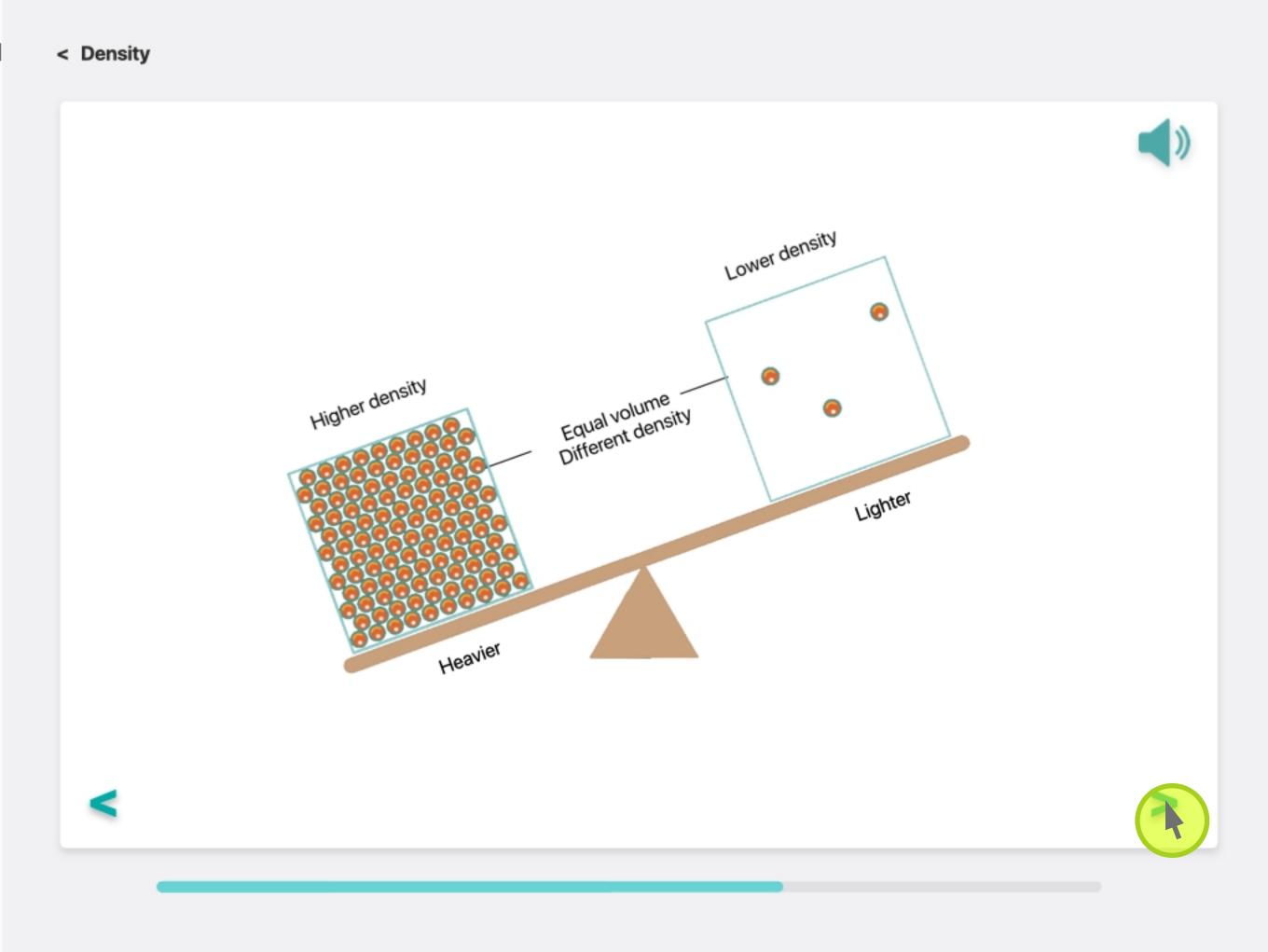
<u>Video</u>

<u>Audio</u>

<u>Interactive</u>

Example

Physical





MODE: ILLUSTRATION

Switch to another mode

Illustration

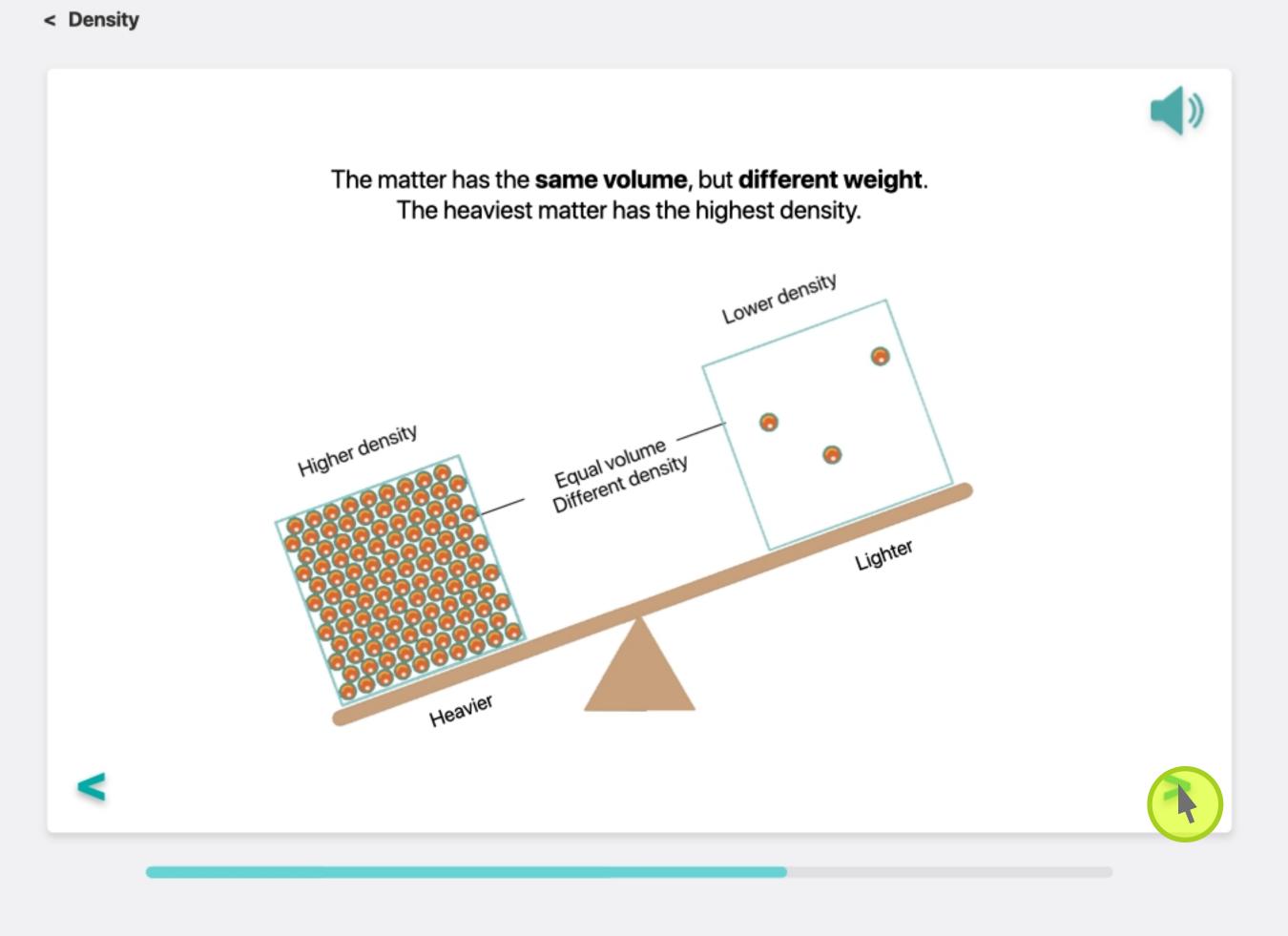
<u>Video</u>

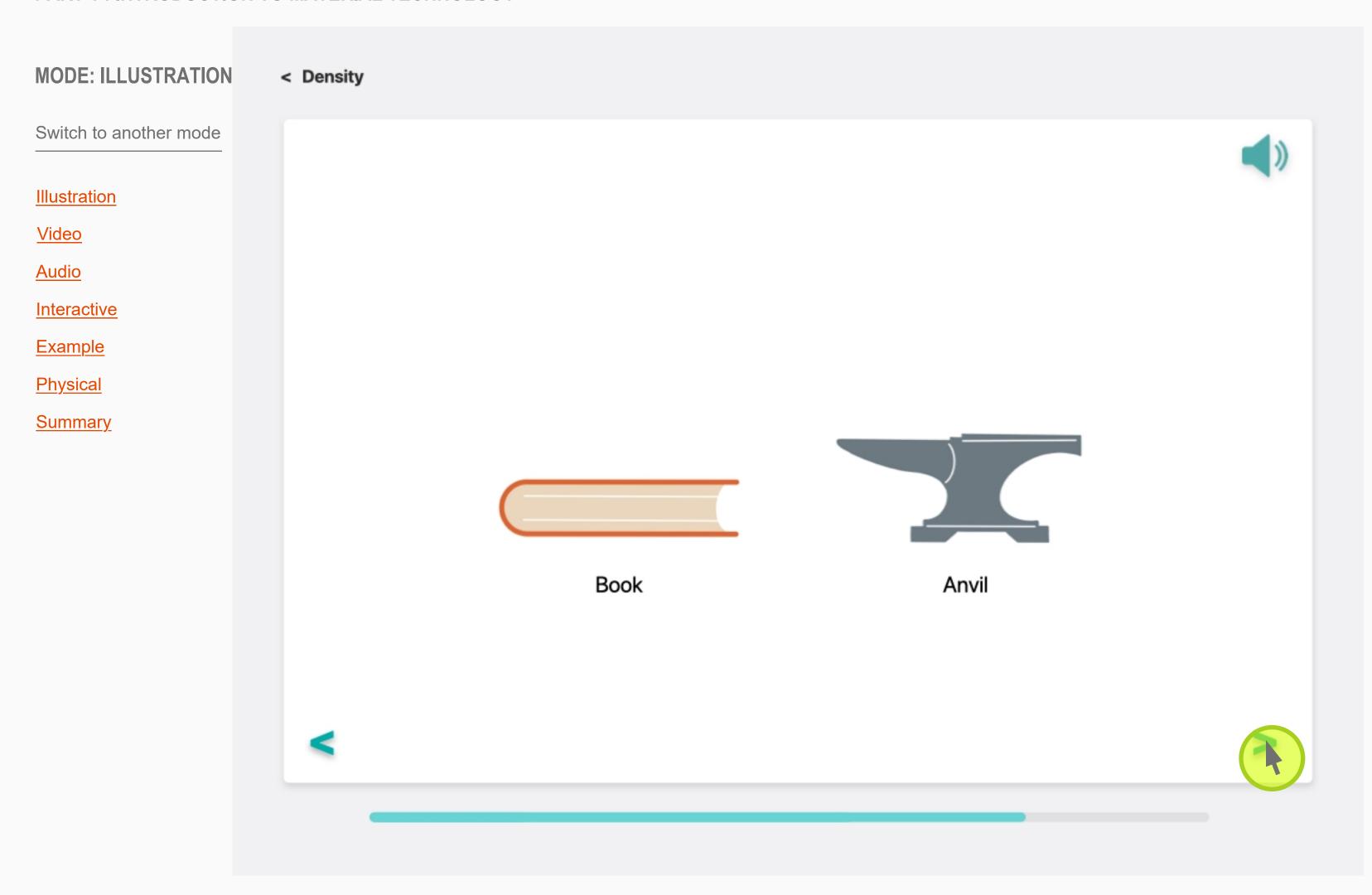
<u>Audio</u>

<u>Interactive</u>

Example

Physical





MODE: ILLUSTRATION

Switch to another mode

Illustration

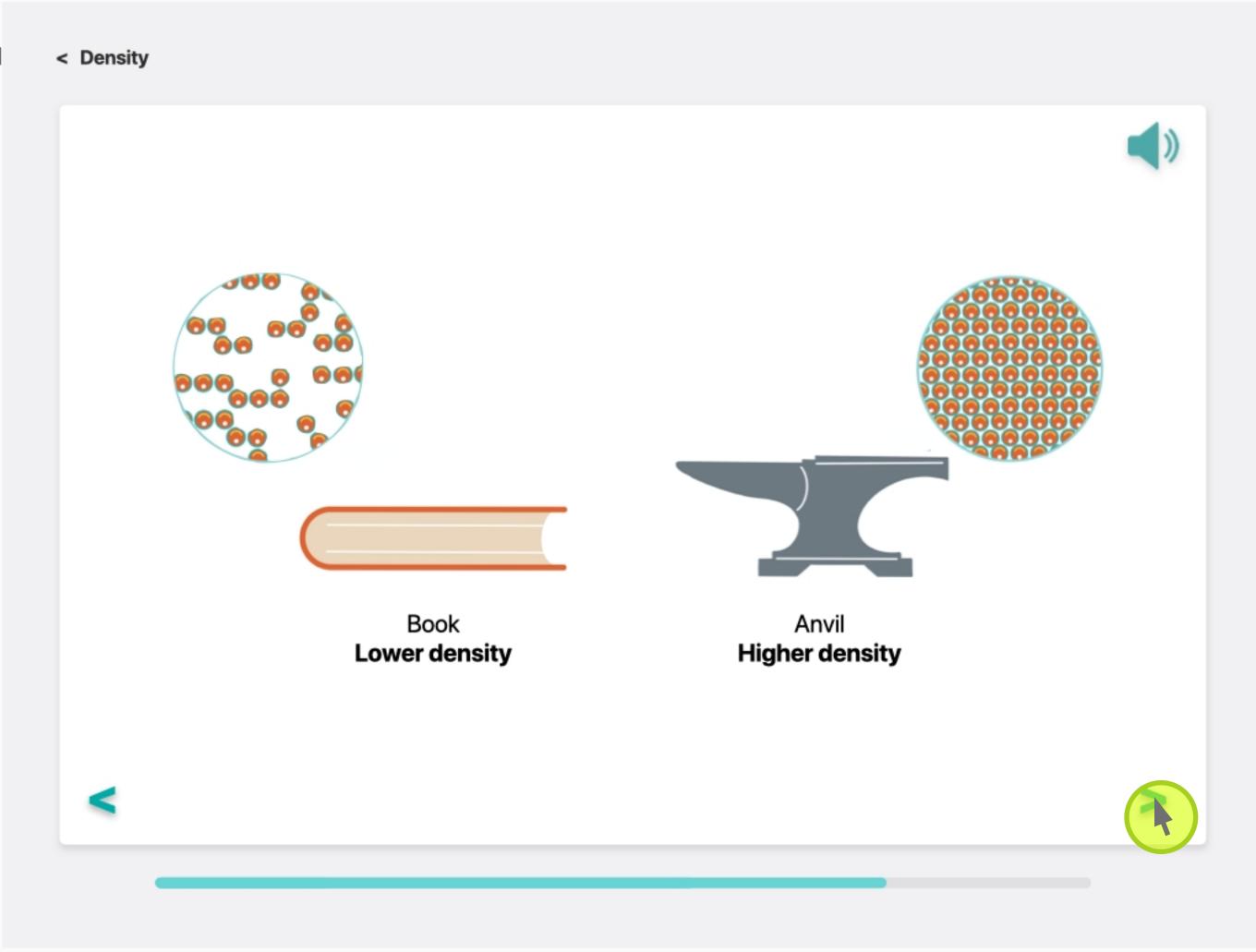
<u>Video</u>

<u>Audio</u>

<u>Interactive</u>

Example

Physical





MODE: ILLUSTRATION

Switch to another mode

Illustration

<u>Video</u>

<u>Audio</u>

<u>Interactive</u>

Example

Physical

