

**FOSS Balance and Motion Module
Glossary
2005 Edition**

Air resistance: The force of air pushing on something. (TG)

Arch: A curved shape. (TG)

Axis: A straight line around which something rotates. (TG, SS)

Axle: A rod or shaft to which wheels can be attached. (TG)

Balance: To stay in a position without being held. (TG)

Balance point: The place on which an object balances. (TG)

Balanced: When something is in a stable position. (SS)

Clothespin: A clip of wood or plastic for fastening clothes to a clothesline. (TG)

Counterbalance: To place weights on an object to keep it in a stable position. (SS, not defined in TG)

Counterweight: Something that helps to balance an object. (TG)

Crayfish: A freshwater shellfish. (TG)

Disk: An object that is a circle in only one direction and can fall over; a disk can be a wheel. (TG)

Force: A push or a pull. (SS)

Gravity: A force that pulls things toward the Earth. (SS)

Knot: To firmly tie two pieces of material together. (TG)

Loop: an opening that is made by curving a piece of material into a circle. (TG)

Mobile: A system of balanced beams and objects. (TG)

Motion: The act of moving. (SS)

Motion: When something moves. (TG)

Object: Anything that can be seen or touched; a thing. (TG)

Pitch: How high or low a sound is (SS)

Position: The place where a person or thing is. (TG)

Ramp: An object that has a slope. (TG)

Roll: To move by turning over and over. (SS)

Roll: When a wheel goes around on its edge. (TG)

Rotate: To turn in circles a lot of times; to spin. (TG)

Runway: A path over which something moves or lands. (TG)

Shaft: Something that acts as an axis. (TG)

Slope: A surface that is higher on one end. (TG)

Sphere: An object that is round in all directions and rolls in all directions. (TG)

Spin: To move by turning around an axis. (SS)

Spin: To turn in circles a lot of times; to rotate. (TG)

Spiral: To move in a circular motion around a fixed center point. (TG)

Stable: Steady; not falling over. (TG)

Stable position: Steady, not falling over. (SS)

Swirl: To spin or twist around and around. (TG)

System: A set of objects that are related in some way and can be isolated for study; a group of things or parts that form a whole. (TG)

Top: A toy that spins. (TG)

Triangle: A three-sided shape. (TG)

Twirl: To spin in the air. (TG)

Twirler: A flying spinner. (TG)

Twist: To wind or turn something around. (TG)

Unstable: When something is not steady and falls over. (TG)

Vibration: A fast back and forth motion. Vibration makes sound. (SS)

Volume: How loud or soft a sound is. (SS)

Weight: How heavy something is. (TG)

Wheel: An object that is a circle in only one direction and can fall over; a wheel is a disk. (TG)

Whirl: To move or turn around quickly or suddenly. (TG)

Wing: The moveable appendages that birds and other animals use to fly. (TG)

Wire: a bendable metallic strand or rod. (TG)

Zoomer: A toy made from a plastic disk and a piece of string; it spins around when tension is released from the twisted string. (TG)