

Sliding and Stuttering Data

Cup Surface	Friction (g) Trial 1	Friction (g) Trial 2	Friction (g) Trial 3	Average Friction (g)
Plain Cup	I.	I.	I.	I.
	II.	II.	II.	II.
	I.	I.	I.	I.
	II.	II.	II.	II.
	I.	I.	I.	I.
	II.	II.	II.	II.
	I.	I.	I.	I.
	II.	II.	II.	II.
	I.	I.	I.	I.
	II.	II.	II.	II.
	I.	I.	I.	I.
	II.	II.	II.	II.
	I.	I.	I.	I.
	II.	II.	II.	II.
	I.	I.	I.	I.
	II.	II.	II.	II.

Questions: Discuss these in your group and try to come up with answers that everyone agrees with.

1. What did the surfaces that produced a lot of friction have in common?
2. Why were there two different friction measurements for each trial: a higher one at the start of each pull, followed by a lower one during steady pulling?