

In **Faraday's Law**, students can investigate how a changing magnetic flux can produce a flow of electricity.

**OBSERVE** the magnitude and polarity of the induced emf by enabling the voltmeter

**VIEW** the magnetic field lines

**MOVE** the magnet through the coil

**COMPARE** two different coils simultaneously

**FLIP** the polarity of the magnet

**ACCESS** sim features (sound on/off, keyboard shortcuts)

## Suggestions for Use

### Challenge Prompts

- How many ways can you cause induction? Explain your method(s) citing evidence from the simulation.
- Sketch two different situations in which the light bulb lights up. Indicate the N/S poles of the magnet and the direction of its motion. What is the direction of the induced current in each case?
- Predict what happens to the brightness of the bulb when the number of turns in the coil is reduced by half, but the speed of the magnet remains the same.
- How does the speed of the magnet affect the brightness of the bulb?

## Inclusive Features

### Input Features

- Use Tab to focus the magnet using the keyboard and press the 1, 2, and 3 number keys to move the magnet at a constant speed across the play area.

### Sound and Sonification

- A tone plays that changes in volume based on the magnitude of induced emf.
- With the voltmeter enabled, the pitch of the tone also indicates the polarity of the induced emf.
- With the voltmeter enabled, a click plays as the meter hits the limit at either the positive or negative voltage side to emphasize the maximum possible emf generated.
- See the Sound Features Video for more useful tips on how concepts and sound are integrated in this sim. See the published [Sound Design Documentation](#) for more details on all sounds in this simulation.

See the simulation page for all supported inclusive features.

See all published activities for Faraday's Law [here](#).

For more tips on using PhET sims with your students, see [Tips for Using PhET](#).