

CONCEPT Founded in 2002 by Nobel Laureate Carl Wieman, the PhET Interactive Simulations project at the University of Colorado Boulder creates free interactive math and science simulations. PhET sims are based on extensive education research and engage students through an intuitive, game-like environment where students learn through exploration and discovery.

PhET Math includes simulations written in HTML5 and are inclusive with Math Concepts and Math Applications. There are 39 different HTML 5 Math PhET's available, 28 concepts and 11 application-based simulations.

BACKGROUND

The name “PhET” was originally an acronym for “Physics Education Technology” but the PhET site now includes simulations about many other subjects besides physics, so the acronym is too limited. The PhET team decided to keep the name because it is so widely recognized.

EXAMPLES

Mathematical Topics covered by PhET Math include:
Area, Arithmetic, Fractions, Curve fitting, Equations,
Graphing, Ratio and Proportions, and Vectors.

Simple science and engineering applications are also found in
Resistance, Mechanical Waves and Simple Harmonic Motion like
Pendulums and Projectile Motion and Probability calculations.

