



1. Once you've found your asteroid note it's position in image 1:

Pixel position: x =

y =



2. Did you find any other asteroids? If so, tell us about them:

Measuring distance:

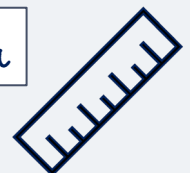
- i. Use CONTROL+2 to blink to image 4, showing the final position of the asteroid.
- ii. Select the "Measure Size" tool in the "Astro" menu.
- iii. Select the option to "Add a line".
- iv. Place one end of the line on the pixel position where the asteroid started.
- v. Change the size and shape of the line until the other end of the line is on the asteroid's current position.
- vi. The "Measure size" box will show you the size of the line in pixels.

3. Note down the **line length** value in the Measure Size menu. This is the distance the asteroid has travelled:

4. Now note down the pixel scale underneath this value (each pixel equals...). Note down the **pixel scale** (at the object):

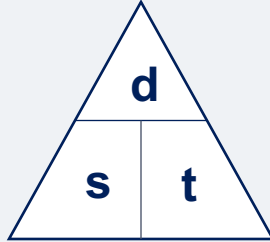
5. Now multiply the pixel scale with the pixels your asteroid has travelled to get the **distance** in real units:

$$\begin{array}{ccccccc}
 \boxed{} & \times & \boxed{} & = & \boxed{} & \text{km} \\
 \text{total size} & & \text{pixel scale} & & \text{distance} & &
 \end{array}$$



Calculating Speed:

- i. We will use the speed-distance-time triangle to work out the speed.



d = distance
s = speed
t = time

- ii. We have distance but we still need to know time. To find this go to “*Observation Details*” under the “*Astro*” menu.

- iii. Note down the time of observation 1:

- iv. Note down the time of observation 4:

- v. Work out the difference in time between images (remember there are 60 seconds in every minute):

minutes = seconds

- vii. Now you know the time and distance you can calculate the speed:

$$\text{speed} = \frac{\text{distance}}{\text{time}}$$

- vii. The approximate speed the asteroid is travelling =

Km/s

