dealing with existing ideas getting the physics straight to build a force-centric view of the forces associated only with animate world is to engage in radical objects particular teaching challenges forces are exerted by the object's no forces on stationary objects replaces a complex interaction with a environment simple arrow resultant forces change motion moving objects carry a force how to settle on a correct set of arrows with children / colleagues forces act on an object conflating force and energy explicit development of a model changes in motion depending on forces are vectors establishing reasoned drawing inherent properties of objects conventions 'friction' used indiscriminately forces replace interactions identifying forces is an opaque process arrows with no labels selected teaching principles placing arrows by rote free body diagrams as structured drawings for a purpose representing the topic effectively too many arrows rationale for placement of arrow - a long or short story isolate object and replace physical interactions with arrows just guessing about arrows teaching reasons for ontotolgy arrow as vector giving an explanation as telling a consistent and helpful conventions story - moving from one description for drawing forces