Activities:

* Move the slider “s” to move a point along the helix, together with the Frenet trihedron of the curve at the point
* Mark the option “Trace on” on the normal vector and animate the point (through the slider). Analyze the result.
* Clean the trace of the normal vector (“Ctrl+F”) and repeat the previous exercice with the tangent vector and the binomial vector
* Make visible the normal plane, the osculating plane and the rectificant plane to understand its significance.