

# Unit 1 - Kinematics and Newton's Laws

STAGE 1   DESIRED RESULTS		
Standards	Transfer	
3.2.9-12.1 Analyze data to support the claim that Newton's second law of motion describes the mathematical relationship among the net force on a macroscopic object, its mass, and its acceleration.  Forces and Motion Newton's second law accurately predicts changes in the motion of macroscopic objects.	<i>Students will be able to independently use their learning to...</i> <ul style="list-style-type: none"> <li><input type="checkbox"/> Locate objects in a frame of reference and predict, using mathematical models, where they will be in the future.</li> <li><input type="checkbox"/> Predict, using mathematical models, changes in motion due to a net external force.</li> </ul>	
	Meaning	
	<b>UNDERSTANDINGS</b> <i>Students will understand that...</i> <ul style="list-style-type: none"> <li><input type="checkbox"/> Motion is relative.</li> <li><input type="checkbox"/> Motion can be described using position, velocity, acceleration and time.</li> <li><input type="checkbox"/> Mathematical and graphical models can be used to describe and predict an object's motion.</li> <li><input type="checkbox"/> Force and net force are not the same.</li> <li><input type="checkbox"/> Net force affects the motion of a mass.</li> <li><input type="checkbox"/> An object's state of motion cannot change when there is no net force on a mass.</li> <li><input type="checkbox"/> Types of forces vary based on interactions between objects.</li> </ul>	<b>ESSENTIAL QUESTIONS</b> <i>Students will keep considering...</i> <ul style="list-style-type: none"> <li><input type="checkbox"/> How can an object's motion be described and predicted?</li> <li><input type="checkbox"/> What causes objects to move in different ways?</li> <li><input type="checkbox"/> What causes objects to change the ways in which they move?</li> </ul>
	Acquisition(need to align with above and standards)	
<i>Students will know...</i> <ul style="list-style-type: none"> <li><input type="checkbox"/> Definitions for frame of reference, position, displacement, distance, speed, velocity, and acceleration</li> <li><input type="checkbox"/> Definitions for linear and two dimensional motion (including freefall and projectile motion)</li> </ul>	<i>Students will be skilled at...</i> <ul style="list-style-type: none"> <li><input type="checkbox"/> Describe motion by generating graphs using observable data.</li> <li><input type="checkbox"/> Identify trends and sources of error using experimental data.</li> <li><input type="checkbox"/> Predict and explain everyday phenomena using equations and graphs derived from data.</li> </ul>	

	<ul style="list-style-type: none"> <li><input type="checkbox"/> Definitions of scalar and vector quantities</li> <li><input type="checkbox"/> SI units for distance, time, velocity, acceleration, force, mass, and weight</li> <li><input type="checkbox"/> Definition of a projectile (object launched with an initial velocity which travels through the air affected only by gravity; no air resistance)</li> <li><input type="checkbox"/> Definitions and examples of contact and field forces</li> <li><input type="checkbox"/> Newton's Laws of Motion</li> <li><input type="checkbox"/> Definition of net force</li> <li><input type="checkbox"/> Difference between mass and weight</li> <li><input type="checkbox"/> Definitions of types of forces</li> </ul>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Analyze motion and make predictions using kinematic equations and data.</li> <li><input type="checkbox"/> Distinguish between scalar and vector quantities</li> <li><input type="checkbox"/> Define position as a signed number relative to an origin.</li> <li><input type="checkbox"/> Calculate displacement (<math>\Delta x</math>) as the change in position of an object.</li> <li><input type="checkbox"/> Identify the frame of reference used to describe motion.</li> <li><input type="checkbox"/> Calculate speed as the distance traveled divided by the elapsed time.</li> <li><input type="checkbox"/> Calculate velocity as the change in position divided by the elapsed time.</li> <li><input type="checkbox"/> Identify cases where average speed does not equal average velocity.</li> <li><input type="checkbox"/> Describe motion in which velocity is negative.</li> <li><input type="checkbox"/> Calculate acceleration as the change in velocity divided by the elapsed time.</li> <li><input type="checkbox"/> Interpret and analyze position versus time and velocity versus time graphs for linear and accelerated motion (constant acceleration only).</li> <li><input type="checkbox"/> Apply kinematic equations to linear and two-dimensional motion, including free fall and projectile motion.</li> <li><input type="checkbox"/> Analyze the motion of a projectile using x and y-components of velocity and acceleration using kinematic equations</li> </ul>
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## Unit 2 - Work and Energy

STAGE 1   DESIRED RESULTS	
Standards	Transfer
3.2.9-12.O Create a computational model to calculate the change in the energy of	<i>Students will be able to independently use their learning to understand...</i> <ul style="list-style-type: none"> <li><input type="checkbox"/> In a closed system, energy is conserved.</li> </ul>

<p>one component in a system when the change in energy of the other component(s) and energy flows in and out of the system are known.</p> <p>3.2.9-12.Q Design, build, and refine a device that works within given constraints to convert one form of energy into another form of energy.</p> <p>3.2.9-12.P Develop and use models to illustrate that energy at the macroscopic scale can be accounted for as a combination of energy associated with the motions of particles (objects) and energy associated with the relative positions of particles (objects).</p> <p>3.5.9-12.Y (ETS) - Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.</p> <p>3.5.9-12.I (ETS) - Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics as well as possible social, cultural, and environmental impacts.</p> <p>3.5.9-12.K (ETS) - Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> Energy can be transformed from one form to another.</li> <li><input type="checkbox"/> If work is done on or by a system, the energy of that system will change.</li> </ul> <p style="text-align: center;"><b>Meaning</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <p><b>UNDERSTANDINGS</b> <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Energy exists in various forms.</li> <li><input type="checkbox"/> Energy is conserved (converted from one form to another).</li> </ul> </td> <td style="width: 50%; padding: 5px;"> <p><b>ESSENTIAL QUESTIONS</b> <i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> How does an object's energy change?</li> <li><input type="checkbox"/> How do energy conversions occur?</li> </ul> </td> </tr> </table> <p style="text-align: center;"><b>Acquisition(need to align with above and standards)</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; padding: 5px;"> <p><i>Students will know...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Energy is a quantitative property of a system that depends on the motion and interactions of matter and radiation within that system. That there is a single quantity called energy is due to the fact that a system's total energy is conserved, even as, within the system, energy is continually transferred from one object to another and between its various possible forms.</li> <li><input type="checkbox"/> Conservation of energy means that the total change of energy in any system is always equal to the total energy transferred into or out of the system.</li> <li><input type="checkbox"/> Energy cannot be created or destroyed, but it can be transported from one place to another and transferred between systems.</li> <li><input type="checkbox"/> Mathematical expressions, which quantify how the stored energy in a system depends on its configuration (e.g. relative positions of charged particles, compression of a spring) and how kinetic energy depends on mass and speed, allow the concept of conservation of energy to be used to predict and describe system behavior.</li> <li><input type="checkbox"/> The availability of energy limits what can occur in any system.</li> <li><input type="checkbox"/> At the macroscopic scale, energy</li> <li><input type="checkbox"/> manifests itself in multiple ways, such as in motion, sound, light, and thermal energy.</li> <li><input type="checkbox"/> Although energy cannot be destroyed, it can be converted to less useful forms— for example, to thermal energy in the surrounding environment. Criteria and constraints also include satisfying any requirements set by society, such as taking</li> </ul> </td> <td style="width: 50%; padding: 5px;"> <p><i>Students will be skilled at...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Define energy in terms of work.</li> <li><input type="checkbox"/> Calculate work and power.</li> <li><input type="checkbox"/> Analyze work using different paths of motion to demonstrate the relationship between an applied force and distance through which the force is applied.</li> <li><input type="checkbox"/> Define and calculate kinetic energy values based on an object's motion.</li> <li><input type="checkbox"/> Define and calculate gravitational potential energy values based on an object's position.</li> <li><input type="checkbox"/> State and apply the relationship between work and changes in kinetic energy when no opposing forces are applied.</li> <li><input type="checkbox"/> State and apply the relationship between work done against gravity and the change in gravitational potential energy.</li> <li><input type="checkbox"/> Define and calculate mechanical energy as the sum of the kinetic and potential energies.</li> <li><input type="checkbox"/> Identify different forms of energy at various points for simple systems such as a swinging pendulum or a car on a frictionless roller coaster.</li> <li><input type="checkbox"/> Describe the Law of Conservation of Energy for a system.</li> <li><input type="checkbox"/> Apply the Law of Conservation of Energy to a system in which friction and air resistance are ignored.</li> </ul> </td> </tr> </table>	<p><b>UNDERSTANDINGS</b> <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Energy exists in various forms.</li> <li><input type="checkbox"/> Energy is conserved (converted from one form to another).</li> </ul>	<p><b>ESSENTIAL QUESTIONS</b> <i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> How does an object's energy change?</li> <li><input type="checkbox"/> How do energy conversions occur?</li> </ul>	<p><i>Students will know...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Energy is a quantitative property of a system that depends on the motion and interactions of matter and radiation within that system. 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	<p>issues of risk mitigation into account, and they should be quantified to the extent possible and state.</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Definitions for work, power, and energy.</li> <li><input type="checkbox"/> Definitions for various forms of energy</li> <li><input type="checkbox"/> SI units for work, energy and power</li> <li><input type="checkbox"/> Definition of a system</li> <li><input type="checkbox"/> Definition for the Law of Conservation of Energy</li> <li><input type="checkbox"/> Definition of elastic potential energy</li> </ul>	
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## Unit 3 - Momentum and Impulse

STAGE 1   DESIRED RESULTS				
Standards	Transfer			
<p>3.2.9-12.J Use mathematical representations to support the claim that the total momentum of a system of objects is conserved when there is no net force on the system.</p>	<p><i>Students will be able to independently use their learning to understand...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Momentum is conserved in all collisions.</li> <li><input type="checkbox"/> The force experienced in a collision can be increased or decreased due to the duration of the collision.</li> </ul>			
<p>3.2.9-12.K Apply scientific and engineering ideas to design, evaluate and refine a device that minimizes the force on a macroscopic object during a collision.</p> <p>3.5.9-12.Y (ETS) - Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.</p>	<p style="text-align: center;"><b>Meaning</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td data-bbox="632 954 1356 1414" style="width: 50%; vertical-align: top;"> <p><b>UNDERSTANDINGS</b> <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> A change in motion of interacting objects can be explained and predicted by forces.</li> </ul> </td> <td data-bbox="1356 954 2020 1414" style="width: 50%; vertical-align: top;"> <p><b>ESSENTIAL QUESTIONS</b> <i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> How do mass and velocity affect momentum?</li> <li><input type="checkbox"/> How is momentum transferred during a collision?</li> <li><input type="checkbox"/> What factors affect the force on an object during a collision?</li> <li><input type="checkbox"/> How is energy conservation related to the type of collision?</li> <li><input type="checkbox"/> What affects the motion of two objects which undergo a collision?</li> <li><input type="checkbox"/> How can an object be protected in a collision?</li> </ul> </td> </tr> </table>		<p><b>UNDERSTANDINGS</b> <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> A change in motion of interacting objects can be explained and predicted by forces.</li> </ul>	<p><b>ESSENTIAL QUESTIONS</b> <i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> How do mass and velocity affect momentum?</li> <li><input type="checkbox"/> How is momentum transferred during a collision?</li> <li><input type="checkbox"/> What factors affect the force on an object during a collision?</li> <li><input type="checkbox"/> How is energy conservation related to the type of collision?</li> <li><input type="checkbox"/> What affects the motion of two objects which undergo a collision?</li> <li><input type="checkbox"/> How can an object be protected in a collision?</li> </ul>
<p><b>UNDERSTANDINGS</b> <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> A change in motion of interacting objects can be explained and predicted by forces.</li> </ul>	<p><b>ESSENTIAL QUESTIONS</b> <i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> How do mass and velocity affect momentum?</li> <li><input type="checkbox"/> How is momentum transferred during a collision?</li> <li><input type="checkbox"/> What factors affect the force on an object during a collision?</li> <li><input type="checkbox"/> How is energy conservation related to the type of collision?</li> <li><input type="checkbox"/> What affects the motion of two objects which undergo a collision?</li> <li><input type="checkbox"/> How can an object be protected in a collision?</li> </ul>			
<p>3.5.9-12.I (ETS) - Evaluate a solution to a complex real-world problem</p>	<p style="text-align: center;"><b>Acquisition(need to align with above and standards)</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td data-bbox="632 1455 1356 1485" style="width: 50%;"><i>Students will know...</i></td> <td data-bbox="1356 1455 2020 1485" style="width: 50%;"><i>Students will be skilled at...</i></td> </tr> </table>		<i>Students will know...</i>	<i>Students will be skilled at...</i>
<i>Students will know...</i>	<i>Students will be skilled at...</i>			

<p>based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics as well as possible social, cultural, and environmental impacts.</p> <p>3.5.9-12.K (ETS) - Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.</p>	<ul style="list-style-type: none"> <li>❑ If a system interacts with objects outside itself, the total momentum of the system can change; however, any such change is balanced by changes in the momentum of objects outside the system.</li> <li>❑ Both physical models and computers can be used in various ways to aid in the engineering design process. Computers are useful for a variety of purposes, such as running simulations to test different ways of solving a problem or to see which one is most efficient or economical; and in making a persuasive presentation to a client about how a given design will meet his or her needs.</li> <li>❑ Momentum is defined for a particular frame of reference; it is the mass times the velocity of the object. If a system interacts with objects outside itself, the total momentum of the system can change; however, any such change is balanced by changes in the momentum of objects outside the system.</li> <li>❑ Definitions for momentum and impulse</li> <li>❑ Definition for the Law of Conservation of Momentum</li> <li>❑ Definitions for elastic collision, inelastic collision, and explosion</li> <li>❑ Definition for Conservation of Kinetic Energy</li> <li>❑ SI Units for momentum</li> </ul>	<ul style="list-style-type: none"> <li>❑ Calculate an object's momentum.</li> <li>❑ Calculate impulse</li> <li>❑ Calculate the change in momentum for an object when a force is applied.</li> <li>❑ Apply conceptual understanding of an impulse to explain why collisions exert smaller forces when applied over longer time intervals</li> <li>❑ Mathematically demonstrate how the magnitude of a force decreases when impact time is increased</li> <li>❑ Analyze a scenario and choose a system to determine whether the forces are internal or external to that system.</li> <li>❑ Explain that a conserved quantity is a quantity that remains numerically constant.</li> <li>❑ Apply the concepts of elastic collisions, inelastic collisions, and explosions to determine which model to use for analyzing a scenario.</li> <li>❑ Describe the Law of Conservation of Momentum and apply it scenarios to solve one-dimensional explosion and collision problems</li> </ul>
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## Unit 4 - Rotational Motion

STAGE 1   DESIRED RESULTS	
Standards	Transfer
3.2.9-12.L Use mathematical representations of Newton's Law of Gravitation and Coulomb's Law to describe and predict the gravitational	<p><i>Students will be able to independently use their learning to understand...</i></p> <ul style="list-style-type: none"> <li>❑ Centripetal force is needed for motion along a curved path.</li> <li>❑ A net torque is required to cause a change in rotation of an object.</li> </ul> <p style="text-align: center;"><b>Meaning</b></p>

<p>and electrostatic forces between objects.</p> <p>3.5.9-12.Y (ETS) - Design a solution to a complex real-world problem by breaking it down into smaller, more manageable problems that can be solved through engineering.</p>	<p><b>UNDERSTANDINGS</b>  <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> A torque depends on the application of a force and where the force is applied in relation to an axis</li> <li><input type="checkbox"/> A net torque causes a change in rotation</li> <li><input type="checkbox"/> A centripetal force is required for motion along a curved path</li> </ul>	<p><b>ESSENTIAL QUESTIONS</b>  <i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> What is the difference between an object that rotates and one that follows a curved path?</li> <li><input type="checkbox"/> What causes an object to rotate or follow a curved path?</li> </ul>
<b>Acquisition(need to align with above and standards)</b>		
<p>3.5.9-12.I (ETS) - Evaluate a solution to a complex real-world problem based on prioritized criteria and trade-offs that account for a range of constraints, including cost, safety, reliability, and aesthetics as well as possible social, cultural, and environmental impacts.</p> <p>3.5.9-12.K (ETS) - Use a computer simulation to model the impact of proposed solutions to a complex real-world problem with numerous criteria and constraints on interactions within and between systems relevant to the problem.</p>	<p><i>Students will know...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Newton's law of universal gravitation and Coulomb's law provide the mathematical models to describe and predict the effects of gravitational and electrostatic forces between distant objects.</li> <li><input type="checkbox"/> Forces at a distance are explained by fields (gravitational, electric, and magnetic) permeating space that can transfer energy through space. Magnets or electric currents cause magnetic fields; electric charges or changing magnetic fields cause electric fields.</li> <li><input type="checkbox"/> Definitions for torque and moment arm (or lever arm)</li> <li><input type="checkbox"/> Definition for moment of inertia</li> <li><input type="checkbox"/> Definitions for tangential velocity and angular velocity</li> <li><input type="checkbox"/> Definitions for centripetal acceleration and centripetal force</li> <li><input type="checkbox"/> SI Units for torque, tangential velocity, centripetal acceleration, and centripetal force</li> <li><input type="checkbox"/> Definition for Newton's Universal Law of Gravitation</li> <li><input type="checkbox"/> Definition of rotational kinetic energy</li> <li><input type="checkbox"/> Definition of angular momentum</li> </ul>	<p><i>Students will be skilled at...</i></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Explain the relationship between torque and moment of inertia.</li> <li><input type="checkbox"/> Analyze situations of objects rolling (as opposed to sliding) down a hill.</li> <li><input type="checkbox"/> Calculate the net force for a system in equilibrium.</li> <li><input type="checkbox"/> Explain the difference between center of mass and gravity.</li> <li><input type="checkbox"/> Explain the relationship between moment of inertia and angular velocity.</li> <li><input type="checkbox"/> Demonstrate the relationship between torque and angular acceleration.</li> <li><input type="checkbox"/> Calculate the centripetal force for a mass traveling in a vertical and horizontal circular path.</li> <li><input type="checkbox"/> Explain the relationship of g-force to speed, radius, and centripetal force.</li> <li><input type="checkbox"/> Algebraically analyze the centripetal force which acts on an object in uniform circular motion.</li> <li><input type="checkbox"/> Identify a centrifugal force as a fictitious force and explain how it results from an accelerated frame of reference.</li> <li><input type="checkbox"/> Determine the directions for velocity, acceleration, and net force vectors for an object in uniform circular motion.</li> <li><input type="checkbox"/> Apply the proportional relationship of Newton's Law of Universal Gravitation</li> <li><input type="checkbox"/> Use Newton's Second Law and Newton's Universal Law of Gravitation to explain free</li> </ul>

fall acceleration for objects near the surface of the earth

- Apply the conservation of energy using rotational kinetic energy.
- Apply the conservation of angular momentum.
- Explain how the tangential velocity of a rolling object is less than if it were skidding.
- Use the conservation of angular momentum to explain how the angular velocity changes when the rotational inertia changes.