CP Physics Unit 02 - Constant Acceleration

Content Area: Science

Course(s): CP Physics, Accelerated Physics

Time Period: Marking Period 1

Length: 4 Weeks Status: Published

Unit Overview

In this unit students will examine the concept of constant acceleration through use of picture representations (dot diagrams), data tables, graphs, equations, and word descriptions.

Enduring Understandings

- Acceleration is the rate of change of velocity.
- Differentiate between position, distance, and displacement & between speed and velocity.
- Analyze situations to determine an object's speed, velocity, position, distance traveled, and displacement.
- Draw and interpret motion maps, position-time graphs, velocity-time graphs and acceleration-time graphs to accurately model the motion of an object moving with constant acceleration.
- Solve problems involving average acceleration.
- Analyze situations and use appropriate problem solving techniques to solve problems involving objects traveling at a constant acceleration.

Essential Questions

- What can be explained and predicted about things that move with constant acceleration?
- How can we use verbal, graphical, and mathematical models to describe motion?
- How can we apply the constant acceleration particle model to real-world situations?
- What advantages are gained from the use of vectors, as opposed to scalars?

New Jersey Student Learning Standards (No CCS)

SCI.HS-PS2-1

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.

Amistad Integration

Holocaust/Genocide Education

N/A

Interdisciplinary Connections

MA.A-SSE.A.1a	Interpret parts of an expression, such as terms, factors, and coefficients.		
MA.F-IF.B.4	For a function that models a relationship between two quantities, interpret key features graphs and tables in terms of the quantities, and sketch graphs showing key features give a verbal description of the relationship.		
MA.S-ID.B.6a	Fit a function to the data (including with the use of technology); use functions fitted to data to solve problems in the context of the data.		
MA.F-IF.B.6	Calculate and interpret the average rate of change of a function (presented symbolically or as a table) over a specified interval. Estimate the rate of change from a graph.		
MA.S-ID.B.6c	Fit a linear function for a scatter plot that suggests a linear association.		
MA.S-ID.C.7	Interpret the slope (rate of change) and the intercept (constant term) of a linear model i the context of the data.		
MA.F-BF.A	Build a function that models a relationship between two quantities		
MA.A-CED.A.1	Create equations and inequalities in one variable and use them to solve problems.		
MA.A-CED.A.2	Create equations in two or more variables to represent relationships between quantiti graph equations on coordinate axes with labels and scales.		
MA.A-CED.A.3	Represent constraints by equations or inequalities, and by systems of equations and/or inequalities, and interpret solutions as viable or nonviable options in a modeling context.		
MA.A-CED.A.4	Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations.		
MA.A-REI.B.3	Solve linear equations and inequalities in one variable, including equations with coefficients represented by letters.		
MA.A-REI.B.4	Solve quadratic equations in one variable.		
MA.F-LE.A.1b	Recognize situations in which one quantity changes at a constant rate per unit interval relative to another.		
MA.F-LE.B.5	Interpret the parameters in a linear or exponential function in terms of a context.		
MA.A-REI.D.10	Understand that the graph of an equation in two variables is the set of all its solutions plotted in the coordinate plane, often forming a curve (which could be a line).		

Technology Standards

	data on the worksheet, and use mathematical or logical functions, charts and data from all worksheets to convey the results.	
TECH.8.1.12.A.5	Create a report from a relational database consisting of at least two tables and describe the process, and explain the report results.	
TECH.8.1.12.A.CS1	Understand and use technology systems.	
TECH.8.1.12.A.CS2	Select and use applications effectively and productively.	
TECH.8.1.12.B.CS1	Apply existing knowledge to generate new ideas, products, or processes.	
TECH.8.1.12.B.CS2	Create original works as a means of personal or group expression.	
TECH.8.1.12.C.CS1	Interact, collaborate, and publish with peers, experts, or others by employing a variety of digital environments and media.	
TECH.8.1.12.C.CS2	Communicate information and ideas to multiple audiences using a variety of media and formats.	
TECH.8.1.12.C.CS4	Contribute to project teams to produce original works or solve problems.	
TECH.8.1.12.D.CS1	Advocate and practice safe, legal, and responsible use of information and technology.	
TECH.8.1.12.D.CS2	Demonstrate personal responsibility for lifelong learning.	
TECH.8.1.12.E.CS1	Plan strategies to guide inquiry.	
TECH.8.1.12.E.CS3	Evaluate and select information sources and digital tools based on the appropriateness for specific tasks.	
TECH.8.1.12.E.CS4	Process data and report results.	
TECH.8.1.12.F.CS1	Identify and define authentic problems and significant questions for investigation.	
TECH.8.1.12.F.CS2	Plan and manage activities to develop a solution or complete a project.	

21st Century Themes/Careers

CRP.K-12.CRP2	Apply appropriate academic and technical skills.
CRP.K-12.CRP4	Communicate clearly and effectively and with reason.
CRP.K-12.CRP6	Demonstrate creativity and innovation.
CRP.K-12.CRP7	Employ valid and reliable research strategies.
CRP.K-12.CRP8	Utilize critical thinking to make sense of problems and persevere in solving them.
CRP.K-12.CRP9	Model integrity, ethical leadership and effective management.
CRP.K-12.CRP10	Plan education and career paths aligned to personal goals.
CRP.K-12.CRP11	Use technology to enhance productivity.
CRP.K-12.CRP12	Work productively in teams while using cultural global competence.

Financial Literacy Integration N/A

- Soccer Ball Throw Lab
- Soccer Ball Roll Lab
- Bowling Ball and a Feather Video
- Ramp Lab (maybe)
- Constant Acceleration Packet
- Canvas Module Constant Acceleration

Formative Assessments

- Homework (Canvas and/or Written Work)
- Warm-Ups
- Exit Tickets

Summative Assessment

- Graphing Quiz
- Constant Acceleration Test
- Soccer Ball Labs

Benchmark Assessments

• Midterm

Alternate Assessments

- Modified homework
- Modified quizzes
- Modified tests
- Modified projects