

Unit 1: Vectors and Kinematics

Content Area: **Science**
Course(s): **Physics/Lab College Prep**
Time Period: **1st Marking Period**
Length: **10 Weeks**
Status: **Published**

Unit Overview

This unit covers the concepts of vectors along with graphically and mathematically adding vectors. It then describes how objects move graphically and mathematically in 1 Dimension and 2 Dimension Kinematics.

Transfer

Students will have the opportunity to walk the school hallways while adding their vectors graphically and mathematically to come up with a vector sum. Students will walk in front of a motion sensor in an effort to reproduce either a position vs time or velocity vs time graph.

For more information, read the following article by Grant Wiggins.

http://www.authenticeducation.org/ae_bigideas/article.lasso?artid=60

Meaning

Understandings

- 1) Students will understand how vectors play a role in determining motion.
- 2) Students will understand the relationship between displacement, velocity, acceleration.
- 3) Students will understand how the use of trigonometry can be applied in a physics setting.

Essential Questions

- 1) I'm in a train going 50 mph north, I'm walking backwards at 3 mph south, and I throw a ball out the window going west at 25 mph...how fast is that ball actually moving?
- 2) I want to drop a golf ball on my teachers head...I want it to be moving fast enough to hurt, but not fast enough to cause an injury...how high should I drop it from?
- 3) If a place kicker in football wants to just barely clear the post every time, how could they calculate how to kick it?

Application of Knowledge and Skill

- 1) Students will be able to calculate the the total displacement they cover despite actually walking a further distance.
- 2) Students will be able to calculate how far a ball will travel when slung from an 8 foot tall slingshot.

Students will know...

- 1) Students will know the difference between a vector and a scalar.
- 2) Students will know the difference between distance traveled and displacement.
- 3) Students will know the difference between speed and velocity.
- 4) Students will know the difference between instantaneous speed and average speed.
- 5) Students will know the how displacement relates to velocity.
- 6) Students will know the how velocity changing relates to acceleration
- 7) Students will know how units affect the presentation of their answer.
- 8) Students will know how motion is affected differently in the X and Y axis.

9) Students will know how the kinematic equations can interact with each other.

Students will be skilled at...

- 1) Graphically and mathematically adding and subtracting vectors.
- 2) Calculating displacement, velocity, and acceleration using the 3 kinematic equations.
- 3) Using trigonometry to calculate the motion of an object in 2 dimensions.

Academic Vocabulary

Academic Vocabulary	Application Vocabulary
vector	graph
scalar	interpret
distance	trigonometry
displacement	resolve
speed	Algebra
velocity	
acceleration	
kinematics	

Learning Goal 1

SWBAT graphically and mathematically find the sum of multiple vectors in 1 dimension and 2 dimensions.

Proficiency Scales

- SWBAT graphically and mathematically find the sum of multiple vectors in 1 dimension and 2 dimensions.

MA.N-VM.A.1

Recognize vector quantities as having both magnitude and direction. Represent vector quantities by directed line segments, and use appropriate symbols for vectors and their magnitudes (e.g., \mathbf{v} , $|\mathbf{v}|$, $||\mathbf{v}||$, v).

MA.G-SRT.C

Define trigonometric ratios and solve problems involving right triangles

MA.N-VM.B.4	Add and subtract vectors.
MA.N-VM.B.4a	Add vectors end-to-end, component-wise, and by the parallelogram rule. Understand that the magnitude of a sum of two vectors is typically not the sum of the magnitudes.
MA.N-VM.B.4b	Given two vectors in magnitude and direction form, determine the magnitude and direction of their sum.
MA.G-SRT.C.8	Use trigonometric ratios and the Pythagorean Theorem to solve right triangles in applied problems.
MA.N-VM.B.4c	Understand vector subtraction $\mathbf{v} - \mathbf{w}$ as $\mathbf{v} + (-\mathbf{w})$, where $-\mathbf{w}$ is the additive inverse of \mathbf{w} , with the same magnitude as \mathbf{w} and pointing in the opposite direction. Represent vector subtraction graphically by connecting the tips in the appropriate order, and perform vector subtraction component-wise.

Target 1

SWBAT Graphically add and subtract vectors.

- SWBAT Graphically add and subtract vectors.

Target 2

SWBAT Use trigonometry to graphically add vectors to find a resultant vector.

- SWBAT Use trigonometry to graphically add vectors to find a resultant vector.

Learning Goal 2

SWBAT solve all types of 1-D Kinematic problems; conceptually describe the motion of an object in 1-D.

Proficiency Scales

- SWBAT solve all types of 1-D Kinematic problems; conceptually describe the motion of an object in 1-D

MA.A-SSE.B.3a	Factor a quadratic expression to reveal the zeros of the function it defines.
MA.N-VM.A.3	Solve problems involving velocity and other quantities that can be represented by vectors.
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.

Target 1

SWBAT describe the difference between distance traveled/displacement, mathematically calculate both and also explain the difference between speed and velocity.

- SWBAT describe the difference between distance traveled/displacement, mathematically calculate both and also explain the difference between speed and velocity.

Target 2

SWBAT describe how acceleration relates to a change in velocity and understand what the acceleration due to gravity on the surface of the Earth.

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Target 3

SWBAT Identify which kinematic equation to use in a given situation applied to kinematics in 1-Dimension, along with solving that equation for the correct variable.

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Target 4

SWBAT graph motion on a position vs. time and velocity vs. time, as well as analyze graphs to interpret the motion that is being described.

- SWBAT Graph motion on position v time and velocity v time graph, as well as analyze graphs to interpret the motion that is being described.

Target 5

SWBAT Solve kinematic problems involving objects experiencing free fall motion.

- SWBAT Solve kinematic problems involving objects experiencing free fall motion.

Learning Goal 3

SWBAT solve all types of 2-D Kinematic problems; conceptually describe the motion of a projectile in 2-D.

Proficiency Scale

- SWBAT solve all types of 2-D Kinematic problems; conceptually describe the motion of a projectile in 2-D

MA.A-SSE.B.3a	Factor a quadratic expression to reveal the zeros of the function it defines.
MA.N-VM.A.1	Recognize vector quantities as having both magnitude and direction. Represent vector quantities by directed line segments, and use appropriate symbols for vectors and their magnitudes (e.g., \mathbf{v} , $ \mathbf{v} $, $ \mathbf{v} $, v).
MA.N-VM.A.3	Solve problems involving velocity and other quantities that can be represented by vectors.
MA.N-VM.B.4	Add and subtract vectors.
MA.G-SRT.C	Define trigonometric ratios and solve problems involving right triangles
MA.N-VM.B.4a	Add vectors end-to-end, component-wise, and by the parallelogram rule. Understand that the magnitude of a sum of two vectors is typically not the sum of the magnitudes.
MA.N-VM.B.4b	Given two vectors in magnitude and direction form, determine the magnitude and direction of their sum.
MA.A-CED.A.4	Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations.
MA.N-VM.B.4c	Understand vector subtraction $\mathbf{v} - \mathbf{w}$ as $\mathbf{v} + (-\mathbf{w})$, where $-\mathbf{w}$ is the additive inverse of \mathbf{w} , with the same magnitude as \mathbf{w} and pointing in the opposite direction. Represent vector subtraction graphically by connecting the tips in the appropriate order, and perform vector subtraction component-wise.
MA.G-SRT.C.8	Use trigonometric ratios and the Pythagorean Theorem to solve right triangles in applied problems.
MA.A-REI.B.3	Solve linear equations and inequalities in one variable, including equations with coefficients represented by letters.

Target 1

SWBAT Describe what projectile motion is and how and why objects move in projectile motion.

- SWBAT Describe what projectile motion is and how and why objects move in projectile motion.

Target 2

SWBAT mathematically solve 2-D Kinematic problems starting and ending at the same height.

- SWBAT mathematically solve 2-D Kinematic problems starting and ending at the same height.

Target 3

SWBAT solve 2-D Kinematic problems with objects starting and ending at different heights, using the quadratic formula in certain cases.

- SWBAT solve 2-D Kinematic problems with objects starting and ending at different heights, using the quadratic formula in certain cases.

Formative Assessment and Performance Opportunities

Lab Reports

Worksheets

PowerPoints with Notes

Homework and Classwork Activities

Group Activities

In Class Discussion

Do Nows and Closures

Class Polling

Observation

Summative Assessment

Unit Assessment will be created collaboratively and used for every student in the course. In addition, there will be other assessments in the form of lab reports, pen and paper tests, and quizzes. Common Assessment is administered through LinkIt.

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Accommodations/Modifications

- Provide review and additional practice for graphs
- All instruction, labs, activities, and assessments will be modified and enhanced to adhere to individual student's IEPs and 504s. As well differentiated classroom management strategies will be utilized as to adhere to these students individual plans as well.
- Provide assistance with mathematical calculations as needed.

Unit Resources

Teacher generated PowerPoints, Notes, Labs and Worksheets

Textbooks

Resource Books

Internet Resources

Computer Based Activities

Projector

Smart Board

Calculators

21st Century Life and Careers

CRP.K-12.CRP1	Act as a responsible and contributing citizen and employee.
CRP.K-12.CRP2.1	Career-ready individuals readily access and use the knowledge and skills acquired through experience and education to be more productive. They make connections between abstract concepts with real-world applications, and they make correct insights about when it is appropriate to apply the use of an academic skill in a workplace situation.
CRP.K-12.CRP4.1	Career-ready individuals communicate thoughts, ideas, and action plans with clarity, whether using written, verbal, and/or visual methods. They communicate in the workplace with clarity and purpose to make maximum use of their own and others' time. They are excellent writers; they master conventions, word choice, and organization, and use effective tone and presentation skills to articulate ideas. They are skilled at interacting with others; they are active listeners and speak clearly and with purpose. Career-ready individuals think about the audience for their communication and prepare accordingly to ensure the desired outcome.
CRP.K-12.CRP5.1	Career-ready individuals understand the interrelated nature of their actions and regularly make decisions that positively impact and/or mitigate negative impact on other people, organization, and the environment. They are aware of and utilize new technologies, understandings, procedures, materials, and regulations affecting the nature of their work as it relates to the impact on the social condition, the environment and the profitability of the organization.
CRP.K-12.CRP6.1	Career-ready individuals regularly think of ideas that solve problems in new and different ways, and they contribute those ideas in a useful and productive manner to improve their organization. They can consider unconventional ideas and suggestions as solutions to issues, tasks or problems, and they discern which ideas and suggestions will add greatest value. They seek new methods, practices, and ideas from a variety of sources and seek to apply those ideas to their own workplace. They take action on their ideas and understand how to bring innovation to an organization.
CRP.K-12.CRP7.1	Career-ready individuals are discerning in accepting and using new information to make decisions, change practices or inform strategies. They use reliable research process to search for new information. They evaluate the validity of sources when considering the use and adoption of external information or practices in their workplace situation.

CRP.K-12.CRP10.1

Career-ready individuals take personal ownership of their own education and career goals, and they regularly act on a plan to attain these goals. They understand their own career interests, preferences, goals, and requirements. They have perspective regarding the pathways available to them and the time, effort, experience and other requirements to pursue each, including a path of entrepreneurship. They recognize the value of each step in the education and experiential process, and they recognize that nearly all career paths require ongoing education and experience. They seek counselors, mentors, and other experts to assist in the planning and execution of career and personal goals.

CRP.K-12.CRP12.1

Career-ready individuals positively contribute to every team, whether formal or informal. They apply an awareness of cultural difference to avoid barriers to productive and positive interaction. They find ways to increase the engagement and contribution of all team members. They plan and facilitate effective team meetings.