**Physics G**

Two-Dimensional Motion and Vectors Syllabus (Chapter 3)

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| Block | In Class:  | Due on this class: |
| 1Oct 28/29 | **GW-**Where Oh Where am I????**DI**- **3AB** - Finding Angle Components |  |
| 1 ¾Oct 31/Nov 1 | **Demonstrations involving cider and magic** | **Bring a Ceramic Mug** |
| 2Oct 30/Nov 4 | **DI** - More Components**DI** - Making the Drawrings for VC to AM**GW**-Vector Quizlette | **VF 3C - Adding VC****VF 3D - VC to AM****VF 3E - AM + AM** |
| 3Nov 5/6 | **GW**-Vector Quizlette**GW**-FA3.1 |  |
| 4Nov 7/12 | **SA3.1-Vectors (First 30 minutes)****VF**-**3F**-Basic Projectile Motion**DI**-Demos and unwise | Turn in FA3.1Turn in Vector Quizlette |
| 5Nov 13/14 | **GW**-Cliff Quizlette | **VF 3G - Cliff Problems** |
| 6Nov 15/18 | **GW**-Cliff Quizlette**GW**-FA3.2**GW**-Projectile PHET Simulation: Cliff | Turn in PHET: Cliff |
| 7Nov 19/20 | **SA3.2-Cliff Problems (First 30 minutes)****VF**-3H Arc problems**DI**-Demos | Turn in FA3.2Turn in Cliff Quizlette |
| 8Nov21/22 | **GW**-Arc Quizlette**GW**-FA3.3 Arc Problems**GW**-Projectile PHET Simulation: Range | **VF 3H - Arc Problems, 3I - The Range Equation**Turn in PHET: Arc |
| 9Dec2/3 | **SA3.3-Arc Problems (First 30 minutes)****VF**-3J Boat Crossing River**DI**-Boat x River Demo | Turn in FA3.3Turn in Arc Quizlette |
| 10Dec 4/5 | **GW**-Boat x River Quizlette**GW**-FA3.4 Boat x River | **VF 3J - Boat Crossing River** |
| 11Dec 6/9 | **FA3.4-Boat x River (First 30 minutes)****VF**-Marble Lab**DI**-Marble Lab Setup Demo  | Turn in FA3.4Turn in Boat x River Quizlette |
| 12Dec 10/11 | **GW**-Marble Lab**VF-**4A, 4B, 4C | Turn In Marble Lab |
| Dec 12/13 | **Newton's Laws!!!!** | **VF 4A, 4B, 4C** |
| Assignments:* 4 Labs:
	+ *Where am I?* lab – Drawing in class on graph paper /10 pts
	+ *Cliff PHET* – Computer simulation. /20 pts
	+ *Arc PHET* – Computer simulation. /20 pts
	+ *Trajectory of a Marble* lab – In class – hit a target with a marble. /30 pts
* 4 Quizlettes (done in class as a group)
	+ Vector QL (10 pts)
	+ Cliff QL (10 pts)
	+ Arc QL (10pts)
	+ Boat x River QL (10 pts)
* 4 Formative/ Summative assessments:
	+ 3.1 - Adding Two Vectors
	+ 3.2 - Cliff Problems
	+ 3.3 - Arc Problems
	+ 3.4 - Boat Crossing River
 | Handouts: |