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| **Monday** | **Tuesday** | **Wednesday / Thursday** | **Friday** |
| **2** | 3 Modified Schedule | 4 / 5 | 6 Modified Schedule |
| No School | 1. None 2. Introduce Appel / Nara and Get to Know Each Other | 1. None 2. Sections 1-1 to 1-6 3. Find the Speed of a Buggy. Buggy Challenge. (Due Fri) | 1. Buggy Lab 2. Intro to class. More Get to Know Each Other. Sig figs info sheet. |
| 9 | 10 | 11 / 12 | 13 Modified Schedule |
| 1. None 2. Sections 2-1 to 2-4 3. Intro Displacement and Velocity | 1. Assignment 1-1 2. Practice with Constant Velocity | 1. Assignment 1-2 and Accel Lab 2. Introduce Acceleration / Acceleration on a Ramp Lab (Due by End of Period) | 1. Assignment 1-3 2. Kinematics Equations Packet (Due Monday) |
| 16 | 17 | 18 / 19 Open House | 20 |
| 1. Kinematics Packet 2. Sections 2-5, 2-6, 2-8 3. Take Big Five for a Drive | 1. None 2. Motion Represented by Graphs. x vs t, v vs t, a vs t. Slope and area. | 1. Assignment 1-4 2. How to Create a Graph. Qualities of good physics graphs. Practice making graphs. Qualitative analysis of graph shapes | 1. None 2. Lab: Walk the Graph.  Lab Quiz on 30th |
| 23 | 24 | 25 / 26 | 27 Modified Schedule |
| 1. FR Kinematics 1 2. Section 2-7 & Freefall Reading 3. Acceleration on a Ramp lab using Graphs. Intro to linearization of graphs. | 1. Acceleration Using Graphs Lab 2. Goodness day hitting everything. Haven’t done big 5 or other calculations in some time. Prep for Quiz tomorrow. | 1. None 2. Kinematics FR Quiz and Kinematics MC Quiz / Find the Accel for a Falling Object Mini Lab (Due Fri) | 1. Acceleration Mini Lab 2. Intro Freefall / Motion maps and Alternate Rrepresentations of Motion |
| 30 | October 1 | 2 / 3 | 4 Modified Schedule |
| 1. FR Kinematics 2 2. Sections 3-1 to 3-5 3. Walk the Graph / Introduction to Horizontally Launched Projectiles | 1. Assignment 1-5 2. Horizontal Projectile Goodness (Due Block Day) | 1. Horizontal Projectile Goodness 2. Bullseye Lab (Lab Quiz 10/14) | 1. None 2. Introduction to Vectors / Horizontal Projectile with Vectors |
| 7 | 8 | 9 / 10 Super Wednesday | 11 |
| 1. FR Kinematics 3 2. Sections 3-6 to 3-8 3. Monkey and Hutner / Projectiles Launched at an Angle | 1. Assignment 1-6 2. Complex projectile problems. More on Angled Launches | 1. None 2. 2d Motion Without Acceleration | No School |
| 14 | 15 | 16 / 17 | 18 |
| 1. FR Kinematics 4 2. None This Week 3. Bull’s Eye Lab Quiz / Practice 2d Motion Without Acceleration | 1. Assignment 1-7 2. Practice All 1D and 2D Motion | 1. None 2. Prepare for Unit Exam / Kinematics Multiple Choice Test | 1. None 2. Kinematics Free Response Test |