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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
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