

Unit 1 - Motion and Newton's Laws

STAGE 1 DESIRED RESULTS		
Standards	Transfer	
3.2.9-12.I 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.	<i>Students will be able to independently use their learning to...</i> <ul style="list-style-type: none"> To be able to locate objects in a frame of reference and predict, using mathematical models, where they will be in the future. 	
	Meaning	
	UNDERSTANDINGS <i>Students will understand that...</i> <ul style="list-style-type: none"> Motion can be described in terms of position, velocity and acceleration. Motion can be described both algebraically and graphically. Complex phenomena can be mathematically modeled. All measurements have uncertainties (no measurement is exact). Reaction time varies from person to person. The motion of people and objects in sports are governed by Newton's laws using mass, position, velocity and acceleration and forces. 	ESSENTIAL QUESTIONS <i>Students will keep considering...</i> <ul style="list-style-type: none"> How can motion be described using the concepts of position, velocity, and acceleration? What is the effect of reaction time on driving? How are measurements crucial for understanding the motion? How can you increase your speed? How can you throw an object further?
	Acquisition	
	<i>Students will know...</i> <ul style="list-style-type: none"> A person has a measurable reaction time. All measurements have uncertainties or random errors. Repeated measurements can vary in accuracy and precision. Random errors can be attributed to the measurement and/or the measuring instrument. Average velocity = total distance traveled divided by a given time. 	<i>Students will be skilled at...</i> <ul style="list-style-type: none"> Plan and carry out investigations by designing and conducting multiple methods to measure reaction time, analyze the reliability of each method, and communicate findings with evidence. Use mathematics and computational thinking to analyze variability in measurements and evaluate estimates of measurements as reasonable or unreasonable. Construct explanations and design solutions to

	<ul style="list-style-type: none"> <input type="checkbox"/> The slope of a displacement vs. time graph is equal to the velocity. <input type="checkbox"/> Average velocity = total distance traveled divided by a given time. <input type="checkbox"/> The slope of a velocity vs. time graph is equal to the acceleration. <input type="checkbox"/> Braking distance is dependent on the negative acceleration of the vehicle (brakes, road surface) and reaction time. <input type="checkbox"/> Objects at rest remain at rest and objects in motion remain in motion with a constant velocity along a straight line unless acted upon by an external net force. <input type="checkbox"/> The acceleration of an object is proportional to the net force on it and inversely proportional to its mass. $F/m = a$. <input type="checkbox"/> Acceleration is a rate of change of velocity. <input type="checkbox"/> Weight is the force on an object due to the gravitational attraction between that object and Earth. <input type="checkbox"/> All objects on Earth fall with the same acceleration due to gravity = 9.8 m/s^2 (if air resistance is ignored). <input type="checkbox"/> Newton's third law states that every force has an equal and opposite force. The two forces act on different objects. <input type="checkbox"/> Friction is a force that resists motion. 	<p>clarify the differences between average and instantaneous speed using graphical and real-world contexts, such as vehicle speedometers or sports data.</p> <ul style="list-style-type: none"> <input type="checkbox"/> Analyze and interpret data from multiple sources, including strobe photos, graphs, an equation, and motion detector to evaluate speed/motion <input type="checkbox"/> Graph, interpret, and calculate motion using graphs of motion <input type="checkbox"/> Plan and carry out investigations to measure changes in velocity <input type="checkbox"/> Construct explanations using scientific vocabulary to describe how acceleration relates to changes in speed or direction over time, supported by real-world examples. <input type="checkbox"/> Use mathematical and computational thinking to calculate speed, distance, and time using the equation for acceleration <input type="checkbox"/> Analyze and interpret data from graphical models such as distance-time and velocity-time graphs <p>Other skills</p> <ul style="list-style-type: none"> <input type="checkbox"/> Examine accelerated motion <input type="checkbox"/> Identify the forces acting on an object <input type="checkbox"/> Describe weight as the force due to gravity on an object <input type="checkbox"/> Apply the terms free fall, projectile, trajectory, and range. <input type="checkbox"/> Recognize factors that affect the range of a projectile.
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Unit 2 - Energy and Forces

STAGE 1 DESIRED RESULTS		
Standards	Transfer	
<p>3.2.9-12.O Create a computational model to calculate the change in the energy of one component in a system when the change in energy of the other component(s) and energy flows in and out of the system are known.</p> <p>3.2.9-12.P Develop and use models to illustrate that energy at the macroscopic scale can be accounted for as a combination of energy associated with the motions of particles (objects) and energy associated with the relative positions of particles (objects).</p> <p>3.2.9-12.Q Design, build, and refine a device that works within given constraints to convert one form of energy into another form of energy.</p>	<p><i>Students will be able to independently use their learning to understand...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> In a closed system, energy is conserved. <input type="checkbox"/> Energy can be converted from one form to another. <input type="checkbox"/> If work is done on or by a system, the energy of that system will change. 	
	Meaning	
	<p>UNDERSTANDINGS</p> <p><i>Students will understand that...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> The motion of objects takes into account physics principles of forces and energy. <input type="checkbox"/> Apparent weight is affected by the changes in velocity. <input type="checkbox"/> An object speeding up and slowing down can be described as a change of the form of energy, but the total energy remains constant. <input type="checkbox"/> Apparent weight and lateral forces can be described as g-force. 	<p>ESSENTIAL QUESTIONS</p> <p><i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> How can energy conservation be used to explain the motion of various objects? <input type="checkbox"/> How much apparent weight change do we experience during the motion of an object? <input type="checkbox"/> Where does the energy originate when describing the motion of objects? <input type="checkbox"/> How are forces and energy related?
	Acquisition	
	<p><i>Students will know...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Changes in velocity with respect to time (accelerations) are responsible for the apparent weight and lateral forces. <input type="checkbox"/> Gravitational potential energy: GPE <input type="checkbox"/> Kinetic energy is the energy of motion. KE <input type="checkbox"/> Spring potential energy is the energy in a compressed or expanded spring. <input type="checkbox"/> The sum of all energies in a closed system will remain constant. <input type="checkbox"/> Power is the rate of doing work. <input type="checkbox"/> Energy and force are related through work. 	<p><i>Students will be skilled at...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Use mathematical and computational thinking to calculate kinetic energy and gravitational potential energy from motion and height data; develop and use models to visualize their relationship in various systems. <input type="checkbox"/> Construct explanations for how mechanical energy transforms throughout a roller coaster track (apply the interplay between GPE and KE) <input type="checkbox"/> Engage in argument from evidence and apply the conservation of energy to demonstrate how total mechanical energy is conserved in systems ignoring friction. <input type="checkbox"/> Plan and carry out investigations to identify how accelerations during motion can affect the apparent weight of objects <input type="checkbox"/> Use mathematics and computational thinking to

		calculate work and power based on force and displacement; <i>construct explanations</i> using real-world examples.
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Unit 3 - Waves

STAGE 1 DESIRED RESULTS		
Standards	Transfer	
<p>3.2.9-12.T Use mathematical representations to support a claim regarding relationships among the frequency, wavelength, and speed of waves traveling in various media.</p> <p>3.2.9-12.V Evaluate the claims, evidence, and reasoning behind the idea that electromagnetic radiation can be described either by a wave model or a particle model and that for some situations one model is more useful than the other.</p>	<p><i>Students will be able to independently use their learning to understand...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Waves transfer energy without transferring matter. <input type="checkbox"/> Vibrations and oscillations produce waves. 	
	Meaning	
	<p>UNDERSTANDINGS</p> <p><i>Students will understand that...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> All musical sounds can be modeled with the concept of standing waves on strings and in air columns and on surfaces. <input type="checkbox"/> Light, color, and vision allows us to create all sorts of images. <input type="checkbox"/> Mirrors and lenses can be used to create images. 	<p>ESSENTIAL QUESTIONS</p> <p><i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> How can a vibrating string produce sound? <input type="checkbox"/> How can an air column produce sound? <input type="checkbox"/> How can different pitch sounds be produced by strings and wind instruments? <input type="checkbox"/> How do mirrors produce images? <input type="checkbox"/> How do lenses produce images? <input type="checkbox"/> How can we use color to create images?
	Acquisition	
	<p><i>Students will know...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Waves can interfere with each other. <input type="checkbox"/> Resonance produces large energy waves. <input type="checkbox"/> Waves in the audible frequency range are known as sound waves. <input type="checkbox"/> Light is another example of a wave that has the same properties as all waves. <input type="checkbox"/> The frequency of a vibrating string can be increased by shortening the string or increasing its tension. <input type="checkbox"/> As the length of an air column increases, there is a decrease in the frequency produced. 	<p><i>Students will be skilled at...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Plan and carry out investigations to test and record how string length affects pitch in string instruments or sound generators. <input type="checkbox"/> Analyze and interpret data to draw relationships between string tension, frequency of vibration, and sound produced.. <input type="checkbox"/> Plan and carry out investigations to control the variables of length and tension on a vibrating string <input type="checkbox"/> Use mathematical and computational thinking to calculate wave speed, time, and distance using

	<input type="checkbox"/> Standing waves (transverse and longitudinal) can be set up on strings or air columns producing specific frequencies of sound. <input type="checkbox"/> Light travels in straight lines. If an opaque object is placed in the path, the object will form a shadow. <input type="checkbox"/> When light reflects off a mirror, the angle of incidence is equal to the angle of reflection (law of reflection). <input type="checkbox"/> The law of reflection can explain why a plane mirror produces images which are the same size as the object and also why concave and convex mirrors can produce larger and smaller images. <input type="checkbox"/> Light traveling from one medium to another changes speed and can refract (bend) as it enters the new medium. <input type="checkbox"/> A lens is shaped so as to have all parallel rays of light converge at a single point—the focal point. <input type="checkbox"/> An image is formed when the light from an object travels through a lens. The image can be larger or smaller than the object. <input type="checkbox"/> Colors that you see are due to reflected light.	the wave speed formula. <input type="checkbox"/> Analyze, interpret, and observe standing waves and their patterns <input type="checkbox"/> Analyze and interpret data to investigate the relationship among wave speed, wavelength, and frequency <input type="checkbox"/> Obtain, evaluate, and communicate information to distinguish between transverse and longitudinal waves <input type="checkbox"/> Plan and carry out investigations to observe how pitch changes with tube length <input type="checkbox"/> Construct explanations for how closed and open tube resonances produce different sound frequencies and harmonics. <input type="checkbox"/> Observe the reflection of light by a plane and curved mirror <input type="checkbox"/> Use models and construct explanations to identify the normal of a plane mirror <input type="checkbox"/> Plan and carry out investigations to measure angles of incidence and reflection for a plane mirror <input type="checkbox"/> Obtain (collect evidence), evaluate, and communicate information to support the Law of Reflection <input type="checkbox"/> Create and observe real and virtual images in plane, convex, and concave mirrors
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Unit 4 - Intro to Circuits

STAGE 1 | DESIRED RESULTS

Standards	Transfer
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<p>3.2.9-12.L Use mathematical representations of Newton's Law of Gravitation and Coulomb's Law to describe and predict the gravitational and electrostatic forces between objects.</p>	<p><i>Students will be able to independently use their learning to understand...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> All forces between objects, regardless of size or direction, arise from only a few types of interactions. 	
<p>3.2.9-12.M Plan and conduct an investigation to provide evidence that an electric current can produce a magnetic field and that a changing magnetic field can produce an electric current.</p>	<p>Meaning</p>	
	<p>UNDERSTANDINGS <i>Students will understand that...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Moving charges transfer energy as current. <input type="checkbox"/> Resistance in an electric circuit limits and controls the amount of current flowing. <input type="checkbox"/> There are models that relate current, voltage, and resistance in various circuit configurations. 	<p>ESSENTIAL QUESTIONS <i>Students will keep considering...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> What causes electric charges to move? <input type="checkbox"/> Why does charge move easier in some materials than others? <input type="checkbox"/> How does a circuit allow energy to be transferred?
<p>3.2.9-12.I 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.</p>	<p>Acquisition</p>	
	<p><i>Students will know...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Electric charges can either attract or repel. <input type="checkbox"/> Flow of charge is known as electric current. <input type="checkbox"/> Current can transfer energy in a circuit. <input type="checkbox"/> Ohm's law is the relationship of current, voltage, and resistance in a circuit. <input type="checkbox"/> Resistors in series increase the overall resistance of the circuit. <input type="checkbox"/> Resistors in parallel decrease the overall resistance of the circuit. <input type="checkbox"/> Key vocabulary: Electric force, Attraction, Repulsion, Potential Difference, Voltage, Current, Resistance, Ammeter, Voltmeter, Multimeter, Circuit, Ohm's Law, Series, Parallel 	<p><i>Students will be skilled at...</i></p> <ul style="list-style-type: none"> <input type="checkbox"/> Construct explanations using evidence to identify two kinds of electric charges and describe the interaction of like and unlike charges <input type="checkbox"/> Develop models showing why an electrically charged object can attract an electrically neutral object <input type="checkbox"/> Obtain, evaluate, and communicate information from conductivity tests or circuit-building tools to classify materials and differentiate between conducting and insulating materials in terms of the ease that electrons flow in them <input type="checkbox"/> Use mathematics and computational thinking to represent relationships between voltage, current, and resistance; construct models of circuit behavior. <input type="checkbox"/> Construct explanations to explain the flow of charge through a simple circuit and to illustrate the electric circuit/water analogy <input type="checkbox"/> Use mathematics and computational thinking by using Ohm's law to solve circuit problems and explain real-world implications of resistance and power use. <input type="checkbox"/> Construct an explanation to justify that current is not "used up" in an electric circuit; rather, the electric potential energy of a charge is converted
<p>3.2.9-12.O Create a computational model to calculate the change in the energy of one component in a system when the change in energy of the other component(s) and energy flows in and out of the system are known.</p>		
<p>3.2.9-12.S Develop and use a model of two objects interacting through electric or magnetic fields to illustrate the forces between objects and the changes in energy of the objects due to the interaction.</p>		

		<p>to heat energy</p> <ul style="list-style-type: none"><input type="checkbox"/> Analyze and interpret data to Identify the characteristics of simple series circuits including that the total resistance is equal to the sum of the resistances<input type="checkbox"/> Develop and use models to compare and identify the characteristics of simple parallel circuits including voltage and current relationships<input type="checkbox"/> Engage in argument from evidence to explain why houses are wired in parallel and describe short circuits and the function of circuit breakers<input type="checkbox"/> Use mathematics and computational thinking to calculate power as the product of voltage and current and apply this to simple circuits
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