

CONCEPT	LINKS
<ul style="list-style-type: none"> • Define period and frequency 	text
<ul style="list-style-type: none"> • Calculate the period and frequency of repetitive motion 	video
<ul style="list-style-type: none"> • Differentiate between scalar and vector quantities 	text
<ul style="list-style-type: none"> • Define distance and displacement 	text
<ul style="list-style-type: none"> • Define speed and velocity 	text
<ul style="list-style-type: none"> • Construct displacement-versus-time graphs, based on data from various sources (e.g., from an experiment) 	video
<ul style="list-style-type: none"> • Use a displacement-versus-time graph to determine <ul style="list-style-type: none"> ○ displacement and distance 	video
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ average velocity and speed 	video
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ instantaneous velocity and speed 	video
<ul style="list-style-type: none"> • Solve problems involving 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ displacement 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ time 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ average velocity 	
<ul style="list-style-type: none"> • Construct velocity-versus-time graphs, based on data from various sources (e.g., from an experiment) 	video 1 video 2
<ul style="list-style-type: none"> • Use velocity-versus-time graphs to determine 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ velocity 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ displacement 	video
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ average velocity 	
<ul style="list-style-type: none"> • Apply knowledge of the relationships between time, velocity, displacement, and acceleration to situations involving objects in one dimension 	
<ul style="list-style-type: none"> • Define acceleration 	
<ul style="list-style-type: none"> • Use velocity-versus-time graphs to determine acceleration, given appropriate data 	text
<ul style="list-style-type: none"> • Solve a range of problems for objects with constant acceleration involving 	text video
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ displacement 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ initial velocity 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ final velocity 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ acceleration 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ time 	
<ul style="list-style-type: none"> • Recognize that a projectile experiences a constant downward acceleration due to gravity if friction is ignored 	
<ul style="list-style-type: none"> • Solve projectile motion problems involving 	text video
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ displacement 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ initial velocity 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ final velocity 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ acceleration due to gravity 	
<ul style="list-style-type: none"> <ul style="list-style-type: none"> ○ time 	