## PHYSICS CAPACITY TRANSCRIPT

LEARNER'S NAME Rick Steffe

| Purpose \& Vision: | Understand and Apply Physics Concepts | $\begin{aligned} & \mathrm{T} \\ & \mathbf{O} \\ & \mathbf{T} \\ & \mathbf{A} \\ & \mathbf{L} \end{aligned}$ |  |  |  | 5 0 0 3 | 3-D |
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| CAPACITY | CAPACITY BREAKDOWN | 0 |  |  |  |  | PORTFOLIO |
| Measurement and Data Analysis | Use Scientific Notation | 1 | Q |  |  |  |  |
|  | Estimate results | 2 | x |  |  |  |  |
|  | Know metric system and how to convert units | 3 | $\theta$ |  |  |  |  |
|  | Know what measurements are needed to perform specific calculations | 4 | $\theta$ |  |  |  |  |
|  | Use dimensional analysis in problem solving | 5 | $\theta$ |  |  |  |  |
|  | Develop personal estimates of length, area, vol., speed measurements | 6 | $\theta$ |  |  |  |  |
| Motion | Define speed and give units | 8 | $\theta$ |  |  |  |  |
|  | Distinguish between speed \& velocity | 9 | Q | x |  |  | Throwing up at School |
|  | Define acceleration and provide units | 10 | $\theta$ |  |  |  |  |
|  | Describe the motion of an object in free fall from rest | 11 | Q | x |  |  | Throwing up at School |
|  | Calculate velocity, average velocity, \& acceleration | 12 | $\theta$ | x |  |  | Throwing up at School |
|  | Use distance-time \& speed time graphs | 13 | $\theta$ |  |  |  |  |
|  | Use kinematic eqns. to solve free fall \& uniform accel. problems | 14 | $\theta$ |  |  |  |  |
| Newton's Laws | Define inertia \& state Newton's First Law | 15 | $\theta$ | x |  |  | Throwing up at School |
|  | Distinguish between mass, volume, \& weight | 16 | $\theta$ |  |  |  |  |
|  | Distinguish between kilogram and newton as units of measure | 17 | $\theta$ |  |  |  |  |
|  | Explain why something not connected to the ground keeps up | 18 | $\theta$ |  |  |  |  |
|  | Resolve object on a slope into weight components (parl \& perp) | 19 | $\theta$ |  |  |  |  |
|  | Define \& explain net force | 20 | $\theta$ |  |  |  |  |
|  | State relationship between net force, mass, \& accel. (2nd Law) | 21 | $\theta$ |  |  |  |  |
|  | Describe effect of friction on stationary \& moving object | 22 | $\theta$ |  |  |  |  |
|  | Determine coefficients of static and kinetic friction | 23 | $\theta$ |  |  |  |  |
|  | Determine pressure based on force and unit area | 24 | $\theta$ |  |  |  |  |


|  | Apply 2nd Law to explain why free fall accel. not dependent on mass | 25 | $\theta$ |  |  |  |  |
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|  | Explain \& determine terminal velocity | 26 | $\bigcirc$ |  |  |  |  |
|  | Explain why at least two objects are invloved whenever a force acts | 27 | $\bigcirc$ |  |  |  |  |
|  |  |  | LEARNING PROCESS |  |  |  |  |
|  |  | T O T A L | $\begin{aligned} & \text { E. } \\ & \text { 틀 } \\ & \text { 르 } \end{aligned}$ | $\begin{aligned} & \mathbb{0} \\ & \frac{0}{0} \\ & \frac{0}{3} \\ & 0 \\ & \underline{y} \end{aligned}$ |  | $\begin{aligned} & \text { 틍 } \\ & 0 \\ & 0 \\ & 3 \end{aligned}$ | $\begin{gathered} 3-D \\ \text { PORTFOLIO } \end{gathered}$ |
| CAPACITY | CAPACITY BREAKDOWN |  |  |  |  |  |  |
| Newton's Laws continued | State Newton's 3rd Law | 28 | $\bigcirc$ |  |  |  |  |
|  | Given an action force, identify reaction force | 29 | $\bigcirc$ |  |  |  |  |
|  | Explain why accel. caused by action \& reaction forces do not have to $=$ | 30 | $\bigcirc$ |  |  |  |  |
|  | Explain why an action force is not cancelled by reaction force | 31 | $\bigcirc$ |  |  |  |  |
| Vectors \& Projectile Motion | Distinguish between vector \& scalar quantity | 32 | $\bigcirc$ |  |  |  |  |
|  | Draw vector diagrams for velocity, forces, etc. | 33 | $\bigcirc$ |  |  |  |  |
|  | Resolve a vector into horizontal \& vertical components | 34 | $\theta$ |  |  |  |  |
|  | Use trigonometry to solve for vector components \& resultants | 35 | $\bigcirc$ |  |  |  |  |
|  | Solve equilibrium vector problems | 36 | $\bigcirc$ |  |  |  |  |
|  | Resolve projectile motion into vertical \& horizontal components | 37 | $\bigcirc$ | x |  |  | Equation Booklet |
|  | Resolve complex force or motion problems involving several vectors | 38 | $\bigcirc$ | X |  |  | Equation Booklet |
|  | Solve projectile motion problems | 39 | $\bigcirc$ |  |  |  |  |
| Momentum | Define momentum | 40 | $\bigcirc$ |  |  |  |  |
|  | Define impulse and relate to momentum | 41 | $\bigcirc$ |  |  |  |  |
|  | Give examples of when size of force \& time affect momentum | 42 | $\bigcirc$ |  |  |  |  |
|  | Relate impulse to sports swings/throws/kicks and air bags | 43 | $\bigcirc$ |  |  |  |  |
|  | State law of conservation of momemtum | 44 | $\bigcirc$ |  |  |  |  |
|  | Distinguish between inelastic \& elastic collisions | 45 | $\bigcirc$ |  |  |  |  |
|  | Solve elastic, inelastic, and explosion collision problems | 46 | $\bigcirc$ | x |  |  | Equation Booklet |
|  | Solve impulse and conservation of momentum problems | 47 | $\bigcirc$ | X |  |  | Equation Booklet |
| Energy | Determine work done, given force \& distance moved | 48 | $\bigcirc$ |  |  |  |  |
|  | Determine amount of power required, given work \& time | 49 | $\bigcirc$ |  |  |  |  |
|  | Solve work and power problems | 50 | $\bigcirc$ |  |  |  |  |



|  | Describe hydrostatic pressure and solve related problems | 84 | $\theta$ |  |  |  |  |
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|  | Use Archimede's Principle to solve buoyancy problems | 85 | $\theta$ |  |  |  |  |
|  | Use Pascal's Principle to solve hydraulic cylinder problems problems | 86 | $\theta$ |  |  |  |  |
|  | Use the Ideal Gas Law to solve gas pressure, temperature and volume | 87 | $\theta$ |  |  |  |  |
|  | Convert between temperture units of Kelvin, Celcius and Fahrenheit | 88 | $\theta$ |  |  |  |  |
|  | Calculate linear, area and volume expansion given related information | 89 | $\theta$ |  |  |  |  |
|  | Use specific heat, heat of fusioon and heat of vaporization to calculate h | 90 | $\theta$ |  |  |  |  |
|  | Use Hooke's Law to solve force constant/elasticity problems | 91 | $\theta$ |  |  |  |  |
|  |  |  | $\theta$ |  |  |  |  |
| Universal Gravitation | Explain Newton's idea that the moon, like an apple falls towards earth | 92 | $\theta$ |  |  |  |  |
|  | Explain why moon does not fall into earth, nor planets into the sun | 93 | $\theta$ |  |  |  |  |
|  | State Newton's law of universal gravitation | 94 | $\theta$ |  |  |  |  |
|  | Explain the significance of the inverse-square law | 95 | Q |  |  |  |  |
|  | Distinguish between g (accel. gravity) and G (gravitational constant) | 96 | $\theta$ |  |  |  |  |
|  | Describe gravitational field | 97 | $\theta$ |  |  |  |  |
|  | Solve universal gravitation problems | 98 | x |  |  |  |  |
|  | Solve gravitational field problems | 99 | x |  |  |  |  |




|  | Solve wave motion，Doppler effect，and standing wave problems | 134 | 区 |  |  |  |  |  |
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| Sound | Explain the origin of sound | 135 | 区 |  |  |  |  |  |
|  | Discuss media that transmit sound and the coresponding speeds | 136 | 区 |  |  |  |  |  |
|  | Explain forced vibrations，natural frequency and resonance | 137 | 区 |  |  |  |  |  |
|  | Demonstrate interference and beats | 138 | 区 |  |  |  |  |  |
| Light，Color， Reflection and Refraction | Solve speed of light problems | 139 | 区 |  |  |  |  |  |
|  | Explain electromagnetic spectrum | 140 | 区 |  |  |  |  |  |
|  | Distinguish between color by reflection and color by transmission | 141 | 区 |  |  |  |  |  |
|  | Solve Reflection Problems | 142 | 区 |  |  |  |  |  |
|  | Solve Angle of Incidence Problems | 143 | 区 |  |  |  |  |  |
| Geometric Optics | Solve Lens Problems | 144 | 区 |  |  |  |  |  |
|  | Solve Refraction Problems | 145 | 区 |  |  |  |  |  |
|  | Solve Critical Angle Problems | 146 | 区 |  |  |  |  |  |
|  | Construct Images using Ray Diagrams | 147 | 区 |  |  |  |  |  |
|  | Describe the function of a common optical instrument | 148 | 区 |  |  |  |  |  |
| Light as a Wave | Describe the defraction of light waves | 149 | 区 |  |  |  |  |  |
|  | Describe how interference applies to light waves | 150 | 区 |  |  |  |  |  |
|  | Solve wave length and slit separation problems | 151 | x |  |  |  |  |  |

