

**Black Horse Pike Regional School District**  
**Highland Timber Creek Triton**  
**Science Department**

**Syllabus**  
**Physics A**  
**Course Content**

Physics A will provide students with a practical knowledge of the principles of physics that are needed for working and competing in a technical environment. This course will develop the critical thinking skills of students through many discussions and problem-solving sessions. The course will reinforce various principles through laboratory activities. Basic topics for the course are: mechanics, and, waves. Only sections with \* and no \* will be taught all \*\* sections will be skipped.

**September: Basic Skills ([HS-ETS1-2](#))**

- Develop problem-solving, decision-making, and inquiry skills
  - Rearranging equations
- Plan and conduct experiments
- Collect, analyze and evaluate evidence to build and revise models of natural phenomena
  - Graph Scientific Data
  - Convert units

**October/November: Kinematics ([HS-ETS1-2](#), [HS-ETS1-4](#))**

- Motion in one dimension
- Vectors vs. scalars
- Displacement vs. Distance
- Velocity vs. Speed
- Using the four kinematics equations to solve problems:
  - $x = x_0 + v_0t + \frac{1}{2}at^2$
  - $v = v^0 + at$
  - $v^2 = v_0^2 + 2aDx$
  - $v_{avg} = (v + v_0)/2$
- Graphical interpretation of motion

**November/December: Dynamics ( [HS-PS2-1](#), [HS-PS2-2](#), [HS-PS2-3](#))**

- Newton's Laws
- Free body Diagrams
- Gravity near the earth's surface and "g"
- Mass versus weight ( $W = mg$ )
- Use  $\Sigma F = ma$  and free body diagrams to solve problems in one dimension
- Surface Forces: Normal Force and Friction
- Apparent weight
- Static and Kinetic Friction

**December/January: Uniform circular motion and universal gravitation ([HS-PS2-4](#))**

- Net force required for circular motion ( $a = mv^2/r$ )
- Application of Free Body diagrams and Newton's Laws to circular motion problems
- Universal gravitation
- Solve problems with universal gravitation ( $F = GMm/r^2$ )
- Satellites and 'weightless'
- Kepler's Laws and Newton's Synthesis

**February/March: Energy ([HS-PS3-1](#), [HS-PS3-3](#))**

- Work done by a constant force ( $W = Fd_{\text{parallel}}$ )
- Conservation of Energy ( $E_o + W = E_f$ )
- Kinetic Energy ( $KE = \frac{1}{2} mv^2$ )
- Gravitational Potential Energy ( $GPE = mgh$ )
- Elastic Potential Energy ( $EPE = \frac{1}{2} kx^2$ )
- Internal Energy and Joule's Principle
- Conservative and non-conservative forces
- Problem solving with the Principle of Conservation of Energy.

**March/April: Momentum ([HS-PS2-2](#), [HS-PS2-3](#))**

- Momentum ( $p = mv$ )
- Impulse ( $I = F\Delta t = \Delta p$ )
- Momentum and its relation to force ( $F = \Delta p/\Delta t$ )
- Conservation of momentum ( $S_p = S_p'$ )
- Collision and Impulse Problems
- Elastic collisions in one dimension ( $v_1 - v_2 = v_2' - v_1'$ )
- Perfectly inelastic collisions in one dimension ( $m' = m_1 + m_2$ )
- Inelastic collisions in one dimension

**May: Simple Harmonic Motion ([HS-PS3-1](#), [HS-PS3-2](#))**

- Period and frequency
- Mass-spring systems
- The simple pendulum
- Wave Motion

**June: Waves ([HS-PS4-1](#))**

- Wavelength, frequency and wave velocity
- Interference
- Refraction
- Diffraction
- Standing Waves

## **Labs by Unit:**

### **Kinematics:**

Bowling Law Lab  
Stomp Rockets  
Free Fall Lab  
Hopper Lab  
Marble Launchers  
Wooden Loop Lab- Inertia demonstration

### **Dynamics:**

Newton's Law Demo  
Friction Lab  
Inertia Lab  
Hooke's Law Lab

### **Centripetal Force:**

Centripetal force lab:  
Loop-de- Loop

### **Energy:**

Energy Lab  
Power Lab  
Marble Launcher Lab  
Roller coaster project

### **Momentum:**

Momentum Observation Lab:

### **Simple Harmonic Motion:**

Mass-Spring Lab  
Pendulum Lab

### **Waves**

Wave Transmission and Reflection  
String Vibrator  
Doppler Effect Demo

## **Course Expectations & Skills**

- Create an organized notebook
- Synthesize an assessment using technology as an educational medium (e.g. students make a power point presentation, use excel to interpret lab data graphically, digital video, web design, etc.).
- Develop a creative way to convey physical science information or explain a societal phenomenon to a high school audience.

- Use math to analyze, express, and predict and model the effects of energy and forces on the physical world

## **Textbook**

*None*

## **Grading Policy**

Major Assessments 40%

Minor Assessments 10%

Labs 30%

Homework /Classwork 20%