**Minds On Physics**

# Keeping Track of Success Codes

Upon completion of a mission, the Minds On Physics program creates an encrypted set of characters known as a Success Code. The code is generated using your teacher code, your student ID number, and a few other *invisible* parameters. The code can be used to verify that a student has successfully completed the assignment. Because the code is based upon a teacher code and a student ID, it is important that such information is accurate. If your teacher requires that success codes be handed in, then a student will have to write them down in order to receive credit. The form below can be used to assist in recording Success Codes as you progress through your set of missions. Record all codes accurately. Turn the codes in by the due date (to be announced by teacher).

**Teacher Code: ID#: Name:**

**Vectors and Projectiles**

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| --- | --- | --- | --- | --- | --- |
| **Mission** | **Start Code\*** | **Gold Medal Success Code\*\*** | **Silver Medal Success Code\*\*** | **Bronze Medal Success Code\*\*** | **Due Date** |
| VP1 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP2 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP3 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP4 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP5 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP6 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP7 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP8 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP9 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |
| VP10 |  | g \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | s \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ | b \_\_\_ \_\_\_ - \_\_\_ \_\_\_ - \_\_\_ \_\_\_ \_\_\_ |  |

\* Some teachers provide students with Start Codes. Enter the Start Code when starting up a mission and one or two questions will be removed.

\*\* Always Go for the Gold! It's worth more credit. The Silver Medal earns a student partial credit for near completion of a mission on several occasions. The credit value of a Silver Medal success code is less than that of a Gold Medal success code.