

Unit 4: Free Fall and Projectiles

Think Sheets

Free Fall Model (1 page)
How Fast? How Much Time? (1 page)
Free Fall Speed (2 pages)
Up and Down with Desmos (1 page)
Vector Diagrams for an Up and Down Motion (1 page)
Projectile Motion Model (1 page)
Velocity vs. Time – Data and Diagrams (2 pages)
Applying the Projectile Motion Model (1 page)

(Each Think Sheet has a corresponding answer key)

Student Lab Sheets

Free Fall Acceleration Lab
Rocket Science Lab
Launcher Speed Lab
Hit the Target Lab

(Each Student Lab Sheet has a corresponding Teachers Guide with answers)

BONUS:

Slide Deck
DesmosProjectiles.docx (Desmos Activity)
OutOfThisWorldSpreadsheet.xlsx
OutOfThisWorld.docx (Think Sheet)
OutOfThisWorldKEY.docx (Answer Key)
ProjectileRepresnsKEY.docx (Answer Key)
ProjectileRepresns.docx (Think Sheet)
Project.docx (Project Idea)
VelocityTimeTables (Support Page)
VideoAnalysisKEY.docx (Answer Key)
VideoAnalysis.docx (Analysis Activity)
WhichHitsGroundFirst.doc (Lab)