| Objective Book Pages | Goal | What To Review for the Test  | Yes, I Reviewed the Material | No, I need to Review Material |
| --- | --- | --- | --- | --- |
| Vector & ScalarPages 82-85 | 1. Distinguish between a scalar and a vector.
2. Add and subtract vectors by using the graphical method.
3. Multiply and divide vectors by scalars

  | PPT Slides section 3.1 & Notes |  |  |
| 3.1 SRQ: 1-4, CRQ: 4, 8, 9 |  |  |
|  |  |  |
| Outdoor Vector Lab  |  |  |
| Resolving Vectors (Vector Operations) Pages 86-94 | 1. Identify appropriate coordinate systems for solving problems with vectors.
2. Apply the Pythagorean theorem and tangent function to calculate the magnitude and direction of a resultant vector.
3. Resolve vectors into components using the sine and cosine functions.
4. Add vectors that are not perpendicular.
 | PPT Slides Ssection 3.2 & Notes |  |  |
| Practice Problems A-C3.2 SRQ: 1-3, CRQ:14-17, 21,-22, 24, 26 |  |  |
| Resultant Vectors  |  |  |
| Projectile Motion Pages 95-101 | 1. Recognize examples of projectile motion.
2. Describe the path of a projectile as a parabola
3. Resolve vectors into their components and apply the kinematic equations to solve problems involving projectile motion.

  | PPT Slide Section 3.3 & Notes |  |  |
| Practice Problems D & E, Plus More D3.3 SRQ: 1-2, CRQ: 27, 28, 31, 34 |  |  |
| Motion in 2D (Horizontally Launched Object); Softball Lab |  |  |
| Relative MotionPages 102-105 | 1. Describe situations in terms of frame of reference.
2. Solve problems involving relative velocity.

 | Practice Problems F 3.4 SRQ: 1-2, CRQ: 39, 44 |  |  |
| Relative Motion Lab |  |  |