| Objective  Book Pages | Goal | What To Review for the  Test | Yes, I Reviewed the Material | No, I need to Review Material |
| --- | --- | --- | --- | --- |
| Vector & Scalar  Pages 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-C  3.2 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 D  3.3 SRQ: 1-2, CRQ: 27, 28, 31, 34 |  |  |
| Motion in 2D (Horizontally Launched Object); Softball Lab |  |  |
| Relative Motion  Pages 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 |  |  |