

Learning Tracker

1st Quarter – Force and Motion Unit

F = Formative

S = Summative

Identify and calculate the direction and magnitude of the forces that act on an object, and explain the results in the object's change of motion			
Assignment	Learning Target	Type	Grade
Force and Motion Concept Drawings	I can produce meaningful descriptions of key terms and concepts related to force and motion	F	
Force and Motion Demo Skill Builder	I can identify a force as a push or a pull. I can identify motion as a change of position of an object.	F	
Motion and Balance Video / Note-Taking Guide	I can identify factors which influence the relationship between forces and motion		
Sizzler Activity Skill Builder	I can define motion using the variables distance, rate, and time.	F	
Instantaneous and Average Speed Skill Builder	I can define motion with the relationship between rate, time, distance and direction.	F	
Hot Wheels: Part 1 Skill Builder	I can identify evidence that gravity is an accelerating force.	F	
Hot Wheels: Part 2 Skill Builder	I can collect evidence which verifies Newton's Second Law of Motion which states the momentum (force) an object exerts depends on its mass and how fast it is going.	F	
Action Reaction Lab Skill Builder	I can create situations which produce evidence which supports Newton's Third Law of Motion	F	
Friction Comparison Chart	LT: I can identify four forms of friction and explain how they influence the motion of objects.	F	
Unit Test	I can Identify/describe forces and the motion which results from forces.	S	
Unit Lab Test	I can design a lab which collects data that verifies one of Newton's Laws of Motion.	S	

1st Quarter – Flight PBL Assessment Activity

Glider Lab	I can build a model hang glider which will prepare me to build my own egg flier	F	
Egg Flight	I can build and fly a glider which carries an egg a minimum of a 2:1 glide ratio	S	