## **Course Title**

ERHS

Physics A/B (P)

## Description of Target Group

This course is designed for students in the 11th and 12th grades who intend to pursue careers in Math, Engineering, or Science.

Prerequisites: The completion of Chemistry B, Algebra 2 and Geometry, all with a grade of C or better.

### Purpose

To present an advanced study of the physical properties of matter and energy. The course is divided into five major units: Mechanics, Properties of Matter; Waves, Sound and Light, Electricity and Magnetism; and Modern Physics.

### **Standards of Expected Student Achievement**

Upon completion of this course, students will be able to successfully able to demonstrate the following skills:

- 1. Identify various types of light sources.
- 2. Find an image in all types of mirrors, by ray tracing methods.
- 3. Identify incident and reflected rays.
- 4. Apply the laws of reflections.
- 5. Recognize virtual and real images.
- 6. Apply mirror formulae.
- 7. Use Snell's Law to predict the passage of light through a medium.
- 8. Determine the index of a material by the standard lab technique of ray tracing.
- 9. Predict the properties of an image formed by a lens configuration.
- 10. Calculate the critical angle experimentally and mathematically.
- 11. Qualitatively predict the dispersion of white light through a prism.
- 12. State a hypothesis and then verify that statement in nature.
- 13. Derive mathematical statements to support the above.
- 14. Set up mechanical analogs to study a phenomenon.
- 15. Discriminate between a model and reality.
- 16. Apply the law of superposition to two intersecting wave pulses.
- 17. Describe the reflected and transmitted (refracted) pulse as it travels from one medium to another.
- 18. Apply wave behavior to light.
- 19. Identify the characteristics of wave phenomenon.
- 20. Demonstrate the phenomenon of light with the ripple tank in accordance with the principles of wave theory.

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- 21. Apply observations and theory to problems.
- 22. Construct wave front diagrams.
- 23. Calculate the wavelength of an unknown light source using a double slit experiment.
- 24. Apply Interference and Diffraction equations.
- 25. Identify a single slit or a double slit source by its projected pattern.
- 26. Graphic analysis of d-t, v-t, and a-t curves.
- 27. Calculation of d, v, and a from raw data.
- 28. Use of Equations of Motion.
- 29. Perform a dimensional analysis on any equation.
- 30. Compute the sine, cosine, and tangent of an angle.
- 31. Set up vector diagram and solve for the resultant by the trig method.
- 32. Vector analysis of motion involving forces.
- 33. Application of the equations of motion to free fall, projectile, or harmonic motion problems.
- 34. Application of circular motion relationships.
- 35. Solve Newton's equation for the gravitational force between two bodies.
- 36. Solve satellite motion and equilibrium problems.
- 37. Solve collision problems by applying momentum concepts.
- 38. Perform collision experiments with carts and air track and analyze the data.
- 39. Apply work-energy relationships to almost all types of motion problems.
- 40. Identify an elastic collision.
- 41. Compute the net force of a system and compute the work.
- 42. Analyze collisions.
- 43. Compute the area under a curve and equate it to the work.
- 44. Apply potential energy concepts to analyze energy problems.
- 45. Compute the energy equivalent in a problem.
- 46. Compute the work done in moving a body from one point to another in a potential field.
- 47. Apply kinetic and potential energy concepts to planetary motion.
- 48. Apply the techniques of charging by conduction and induction.
- 49. Determine the forces on two or more charged particles using Coulomb's Law.
- 50. Calculate the electric potential of a test charge in an electric field.
- 51. Apply Ohm's Law to resistive systems.
- 52. Define ampere and coulomb in terms of elementary charges.
- 53. Apply the laws of electromagnetic induction.

#### Instructional Materials

Text: Physics. Principles and Problems

## **Activities**

Lectures, demonstrations, laboratory exercises, classroom discussion, problem sessions, video presentations, and computer activities.

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