

Physics 200 (Stapleton) Elasticar Project/ Rotational Motion Unit Schedule

*** Note that the dates toward the end of this schedule are almost certainly going to be pushed later due to the need to make up the SBAC day that we missed due to snow.***

1. Friday, 3/17 (A day -- Full class)
 - a. Go over last two homeworks
 - b. Work on cars.
 - c. Homework:
 - i. complete slides 1-4 and share slideshow (if you haven't already)
 - ii. If you want Mr. Stapleton to cut your cardboard for you, email him the correct rhino file.
2. Monday, 3/20 (Bday)
 - a. Cardboard cars should be assembled.
 - b. Complete slides 5 and 6.
 - c. Homework: more car problems. Written and video solutions will be provided. Check your work and watch the video segments that you need for extra explanation.
3. Wednesday, 3/22 (Bday, but slightly longer)
 - a. Check homework and address unanswered (by the videos) questions Redesign your car. Slides 7 and 8 are due by end of next class.
4. Thursday, 3/23 (A day -- Full class)
 - a. One last set of rotational motion review problems -- Due on Monday. Solutions and video explanations will be posted for all problems. Check your work and watch the video segments that you need for extra explanation.
 - b. Continue car work. If you would like Mr. Stapleton to laser cut your car, send him the file before the end of school today.
5. Friday, 3/24 (Bday)
 - a. Assemble your wooden car. Practice jumping and/or drag racing.
 - b. Complete the review problems.
6. Monday, 3/27 (A day -- Full class)
 - a. Check homework and address unanswered (by the videos) questions about test review problems.
 - b. Finish cars.
7. Wednesday, 3/29 (A day -- Full class):
 - a. Rotational Motion Test.
8. Thursday, 3/30 (Bday)
 - a. Car competition day.
 - b. Car slideshows due by the beginning of next class.
 - c. Car Project Grading:
 - i. Car project grading will be based primarily on the completion and quality of the slide show (and, therefore, the design process).
 - ii. Project grades may be adjusted due to exceptional car performance.
 1. Groups whose cars jump between 1m and 1.5m will have no point adjustment. If the car touches the string, this requirement will be considered met.
 2. Cars jumping more than 1.5m or more will receive extra points.
 3. Cars that do not reach the 1m string will lose 5%.
 4. You may continue working on your car after the project is over. If your car improves, your grade may be changed.