Physics Target 01-01 I can use math and graphs to describe motion.

Learni	Learning Goals Record For				Assignment/Assessment & Date							
E	Exceeds Target (Exemplary)]										
М	Mastery of Target (Application)											
Р	Proficient in Target											
AP	Approaching Proficiency											
ND	Needs Development											
NE	No Evidence to Measure											
and gr movin (Position where the average	on Goal 1 I can draw and interaphs to represent the motion of g with a constant velocity. In the property of the property using the slope of an x-t grain position using the area beneath a	of an object raphs; Recognize ng velocity; Find raph. Find the										
	Motion Goal 2 I can differentiate between position, distance, and displacement.											
	on Goal 3 I can solve problem ge speed and average velocity.	_										
to repr chang (Position accelerate velocity accelerate	resent the motion of an object ing velocity. on-vs-time graphs, velocity-vs-time g ation-vs-time graphs; Find instantar from the slope of the x-t graph; Fin ation from the slope of a v-t graph. It from the area beneath a a-t graph.	moving with a raphs, neous or average d average Find the change in										
	on Goal 5 I can differentiate bration, and velocity.	between speed,										
Motion Goal 6 I can correctly interpret the meaning of the sign of velocity or acceleration.		•										
displa	on Goal 7 I can solve problem cement (position), velocity (spration, and time.	_										
	on Goal 8 I can draw a vector cement or velocity.	to represent										

Explain how sign is used to indicate frame of reference.

Write down expressions for velocity and position as functions of time.

Identify or sketch graphs of these quantities.

Average speed = total distance covered/time interval, $v_{ave} = v_i + v_f / 2$ Acceleration = change of velocity / time interval

Use the equation $x = x_0 + vt$ to solve problems involving one-dimensional motion with constant velocity. Use the equations $v_f = v_0 + at$, $x = x_0 + v_0 t + \frac{1}{2} at^2$, and $v^2 = v_0^2 + 2a(x - x_0)$ to solve problems involving one-dimensional motion with constant acceleration.