

# Islip Manor High School

## Scheme of Learning Overview



<b>Year group:</b> 11	<b>Term:</b> Autumn	<b>Unit duration:</b> 3-4 weeks	<b>Number of lessons:</b> 6-8	<b>Unit title: Force and Motion part 2</b>		
<b>Unit assessment: End of topic test</b>				<b>Fertile question:</b> 20 mph vs. 30 mph: Is the impact meaningful?		
<b>Key skills/ concepts/ prior knowledge that students should have when starting this unit:</b>				<b>Star t RAG</b>	<b>End RAG</b>	<b>Literacy. Key vocabulary/subject terminology that students should cover</b>
<ol style="list-style-type: none"> <li>1. A force is a push or pull that acts on an object due to its interaction with another object.</li> <li>2. Newton's First Law: An object remains at rest or in uniform motion unless acted upon by a resultant force.</li> <li>3. Speed is a scalar quantity, while velocity is a vector quantity</li> <li>4. The weight of an object is the force acting on it due to gravity.</li> <li>5. Distance-time graphs can be used to represent the motion of an object.</li> </ol>						Acceleration, Resultant Force, Momentum, Inertia, Braking Distance, Thinking Distance, Stopping Distance, Conservation.
<b>Key skills/concepts/knowledge that students should cover</b>				<b>Star t RAG</b>	<b>End RAG</b>	<b>Suggested materials teachers could/should use:</b>
<ol style="list-style-type: none"> <li>1. <b>Acceleration Calculations:</b> Use the equation: <math>a = \Delta v \div t</math> (acceleration = change in velocity <math>\div</math> time).</li> <li>2. <b>Velocity-Time Graphs:</b> Calculate acceleration from the gradient of the line and distance travelled from the area under the graph.</li> <li>3. <b>Newton's Second Law:</b> Use <math>F = m \times a</math> to explain how the acceleration of an object is proportional to the resultant force and inversely proportional to its mass.</li> <li>4. <b>Inertia:</b> Define inertia as the tendency of objects to continue in their state of rest or uniform motion.</li> <li>5. <b>Newton's Third Law:</b> Explain that whenever two objects interact, the forces they exert on each other are equal and opposite.</li> <li>6. <b>Stopping Distance:</b> Define stopping distance as the sum of thinking distance (reaction time) and braking distance.</li> <li>7. <b>Reaction Time Factors:</b> Identify factors affecting thinking distance, such as tiredness, drugs, alcohol, and distractions.</li> <li>8. <b>Braking Factors:</b> Identify factors affecting braking distance, such as road and weather conditions (icy/wet) and the condition of the vehicle (brakes/tyres).</li> <li>9. <b>Momentum (HT Only):</b> Use the equation <math>p = m \times v</math> to calculate momentum and explain the principle of conservation of momentum in collisions.</li> </ol>						AQA Combined Science textbook Oxford University Press Kerboodle  <b>Key home learning tasks students should complete:</b>  Kerboodle Learning checkpoint assessments and knowledge organisers

10. <b>Force and Momentum Change (HT Only):</b> Explain how the force of an impact is related to the rate of change of momentum (linking to car safety features like airbags).			
<b>Stretch. Key skills/concepts/knowledge that students should cover</b>			