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**COLLEGE OF ARTS AND SCIENCES**

# General Physics
# (LAB)
# Midterm Exam

**Name: CAUBA, ANNA MARIE** **Program/Year/Section: BSP 2-1**

**Test I:** (5 pts each) Modified True or False.
Write **True** on the blank if the statement is TRUE. if FALSE, write **False** and supply the correct answer.

Ex1. False; Speed 1. Meter per second is the unit of acceleration.
Ex2. True 2. Distance is a scalar quantity.

1) Acceleration is how fast something is going at a particular moment.
Answer: False; Speed

2) For a body that is moving at a constant speed, the farther the distance, the longer is the time of travel.
Answer: True

3) For a body that is moving at a constant speed, distance does not affect the time of travel.
Answer: False; affects

4) To locate an object, we need to know its distance from a reference point as well as the time it was placed.
Answer: True

5) Air resists the motion of objects that fall in an air-filled environment.
Answer: True

6) For an object that falls in an air-filled environment, its acceleration is equal to the acceleration due to gravity, which is 9.8 m/s2.
Answer: False; less than

**Test II:** (70 pts) Experiment Guide
**Direction:**
1) Choose one from the listed topics.
2) Design and construct on your own an experiment guide for the chosen topic.
3) The guide should follow the following format:

Title
I. Objectives
II. Theory
III. Materials
IV. Procedure
V. Data, Results, and Analysis
VI. Conclusion

4) Use materials that are available near you. Using recyclable materials is an advantage for better scores.
5) Test your constructed guide by performing an experiment. Do up to three (3) trials.
6) Submit a copy of your constructed guide (without data).
7) Submit a copy of the results of your experiment (V. Data, Results, and Analysis, and Conclusion only).
8) Submit pictures for documentation.

*(Take note: All texts must be handwritten. Also, you can include figures (images) in the guide.)*

TOPICS:
1. Scalar
2. Vector
3. Distance and displacement
4. Speed
5. Average speed
6. Velocity
7. Average velocity
8. Acceleration
9. Acceleration due to gravity
10. Free fall
11. Newton's Law of Motions

*Take note: Finding acceleration due to gravity constant using a pendulum experiment is not allowed, as this belongs to another topic (Simple Harmonic Motion).*