Lesson Plan for Week 3: Sept 26- 30 Grade: 11A Course / Code: SPH3U Teacher: Ali Jama

	Monday	Tuesday	Wednesday	Thursday
Unit/ Lesson Big Ideas	**Unit 1: Kinematics** Motion involves a change in the position of an object over time.	**Unit 1: Kinematics** Motion involves a change in the position of an object over time.	**Unit 1: Kinematics** Motion involves a change in the position of an object over time.	**Unit 1: Kinematics** Motion involves a change in the position of an object over time.
Overall Expectations	**B1**. analyze technologies that apply concepts related to kinematics, and assess the technologies' social and environmental impact; **B2**. investigate, in qualitative and quantitative terms, uniform and non-uniform linear motion, and solve related problems; **B3**. demonstrate an understanding of uniform and non-uniform linear motion, in one and two dimension	**B1**. analyze technologies that apply concepts related to kinematics, and assess the technologies' social and environmental impact; **B2.** investigate, in qualitative and quantitative terms, uniform and non-uniform linear motion, and solve related problems; **B3.** demonstrate an understanding of uniform and non-uniform linear motion, in one and two dimensions	**B1**. analyze technologies that apply concepts related to kinematics, and assess the technologies' social and environmental impact; **B2**. investigate, in qualitative and quantitative terms, uniform and non-uniform linear motion, and solve related problems; **B3**. demonstrate an understanding of uniform and non-uniform linear motion, in one and two dimension	**B1**. analyze technologies that apply concepts related to kinematics, and assess the technologies' social and environmental impact; **B2.** investigate, in qualitative and quantitative terms, uniform and non-uniform linear motion, and solve related problems; **B3.** demonstrate an understanding of uniform and non-uniform linear motion, in one and two dimensions.
Specific Expectations	B2.3 use a velocity–time graph for constant acceleration to derive the equation for average velocity [e.g., $v_{av} = (v_1 + v_2)/2$] and the equations for displacement [e.g., $\Delta d = ((v_1 + v_2)/2\Delta t$, $\Delta d = v_1 \Delta t + \frac{1}{2} a (\Delta t^2)$], and solve simple problems in one dimension using these equations [AI]	B2.5 solve problems involving distance, position, and displacement (e.g., find total displacement using a scale vector diagram and vector components, and compare it to total distance traveled) [AI, C]	B3.1 distinguish between the terms constant, instantaneous, and average with reference to speed, velocity, and acceleration, and provide examples to illustrate each term.	B2.8 use kinematic equations to solve problems related to the horizontal and vertical components of the motion of a projectile (e.g., a cannon ball shot horizontally off a cliff, a ball rolling off a table, a golf ball launched at a 45º angle to the horizontal) [AI, C]
Learning Goals	Motion in two dimensions	Motion in two dimensions	Motion in two dimensions	
Success Criteria				

Instructional Strategies	Lecture on motion in two dimensions. using a scale diagram and algebraic approach. Examples will be analyzed and solved.	Continue with the previous lesson to solve more problems related to algebraic approach.		Projectile Motion
Assessment & Evaluation	Class Work [AAL]	Class Work [AAL]	Class Work [AAL]	Class Work [AAL]
Homework / Class Work	Questions 1-9on page 65 textbook		Questions 1 and 2 on page 71 textbook.	Questions 1 and 2 on page 78 textbook.
Materials & Resources	Nelson Physics 11 [Textbook]	Nelson Physics 11 [Textbook]	Nelson Physics 11 [Textbook]	Nelson Physics 11 [Textbook]