Vectors and Projectile Motion Unit Turn in Rubric and Check Off: Arrange your work in the following order and attach this sheet to the first page.

Name: $\qquad$ Period: $\qquad$ Date: $\qquad$ Due 10/2/15

| Assignment | Date Due | Check off if in <br> Packet | Points Possible | Points Earned |
| :--- | :--- | :--- | :--- | :--- |
| Hewitt Cartoon Concept <br> Sheet on Vectors | $9 / 15 / 15$ |  | 26 |  |
| Basic Trig. And Vector <br> Components and Vector <br> Practice Sheet | $9 / 17 / 15$ |  | 20 |  |
| Physics Classroom Check for <br> Understanding for Lesson 1, <br> parts g through h | $9 / 18 / 15$ |  | 10 |  |
| Physics Classroom Check for <br> Understanding for Lesson 2, <br> parts a through d | $9 / 24 / 15$ |  | 12 |  |
| Projectile Motion Cliff <br> Problems 1-4 | $9 / 24 / 15$ |  | 10 |  |
| Physics Classroom Check for <br> Understanding for Lesson 2, <br> parts e through g | $9 / 25 / 15$ |  | 186 |  |
| Hewitt Cartoon Concept <br> Sheet on Projectile Motion | $9 / 25 / 15$ |  | 5 for each (need at |  |
| Projectile Motion Projectile <br> from Ground Problems 1-3 | $10 / 1 / 15$ |  | 10 |  |
| All warmups that you have <br> for the projectile motion <br> unit. | $10 / 2 / 15$ |  |  |  |
| Total Points Possible/Points Earned |  |  |  |  |

