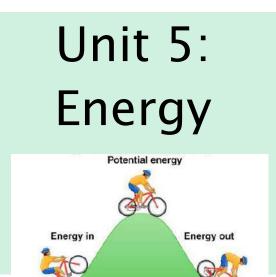
Unit 5 Calendar

Monday	Tuesday	Wednesday	Thursday	Friday
17	18	19	20	21
Energy Content	Energy Skate Park	Energy Practice	Power & Work Content	Energy, Power & Work Lab
24	25	26	27	28
Energy, Power and Work Lab	Power & Work Practice	Review Catch Up Day	Unit 5 Test & Binder Check	



Let's learn about energy! This unit will help you learn the fundamentals of energy and relate this to power and work. We will work in a skate park, turn energy to calories and analyze a roller coaster!

Kinetic energy

Required Elements:

Kinetic energy

- Unit 5 Quiz
- Unit 5 Binder Check

Choice Elements:

- 2 Energy Content
- □ 1 Energy Skate Park (PHET)
- 2 Energy Practice
- □ 2 Power & Work Content
- □ 2 Power & Work Practice
- □ 1 Energy, Power & Work Lab

Energy

Content Elements – Choose 2

- Video Lesson Watch video lectures about the subject and take notes.
- Mini Lecture Attend a mini lecture with your teacher to learn the content and take notes.
- Online tutorial Read through a tutorial and complete questions.

Skate Park PHET Lab

□ How does energy affect the skate park? Learn

Practice Elements – Choose 2

- 🗆 Challenge I
- 🗆 Challenge II
- 🗆 Challenge III

Power and Work

Content Elements – Choose 2

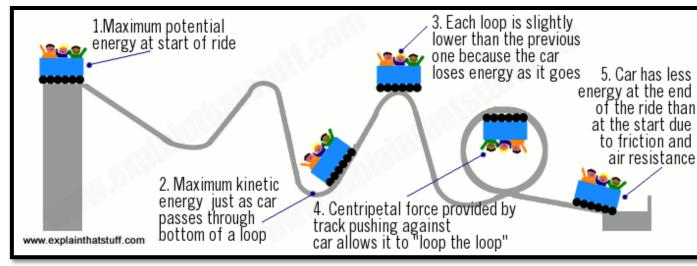
- Video Lesson Watch video lectures about the subject and take notes.
- Mini Lecture- Attend a mini lecture with your teacher to learn the content and take notes.
- Online tutorial Read through a tutorial and complete questions.

Practice Elements - Choose 2

- 🗆 Challenge I
- 🗆 Challenge II
- 🗆 Challenge III

Energy, Power and Work Lab

Complete this two day lab with a partner or small group to explore how energy, power and work are related to each other. Get ready to move!



Binder Check Rubric

Binders must be organized with contents from oldest to newest

____/20 Energy Content

____/20 Energy Skate Park (PHET Lab)

____/20 Energy Practice

____/20 Power & Work Content

- ____/20 Power & Work Practice
- ____/20 Energy, Power & Work Lab
- ____/10 Correct Binder Order

=

____/130 Unit 5 Binder Check