

Spectroscopic Analysis Lab

Supplementary Activity 14

Chemistry:1.j

j.* spectral lines are a result of transitions of electrons between energy levels. Their frequency is related to the energy spacing between levels using Planck's relationship ($E=hn$).

Spectroscopic Analysis Lab

Chemistry:11.a

a. protons and neutrons in the nucleus are held together by strong nuclear forces which are stronger than the electromagnetic repulsion between the protons.

Age of the Sun
Radiation lab

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Chemistry:11.b

b. the energy release per gram of material is much larger in nuclear fusion or fission reactions than in chemical reactions: change in mass (calculated by $E=mc^2$) is small but significant in nuclear reactions.

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Chemistry:11.c

c. many naturally occurring isotopes of elements are radioactive, as are isotopes formed in nuclear reactions.

Radiation lab

Chemistry:11.d

d. the three most common forms of radioactive decay (alpha, beta, gamma) and how the nucleus changes in each type of decay.

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Chemistry:11.e

e. alpha, beta, and gamma radiation produce different amounts and kinds of damage in matter and have different penetrations.

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Chemistry:11.f

f.* how to calculate the amount of a radioactive substance remaining after an integral number of half lives have passed.

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Chemistry:11.g

g.* protons and neutrons have substructure and consist of particles called quarks.

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Earth Science:1.a

a. how the differences and similarities among the sun, the terrestrial planets, and the gas planets may have been established during the formation of the solar system.

Planet Reports

Earth Science:1.b

b. evidence from Earth and moon rocks for the solar system's formation from a nebular cloud of dust and gas approximately 4.6 billion years ago.

Planet Reports

Radiation lab

Earth Science:1.c

c. evidence from geological studies of the Earth and other planets that the early Earth was very different from today.

Planet Reports

Earth Science:1.d

d. evidence that the planets are much closer than the stars.

Jupiter's moons lab

Planet Reports

Earth Science:1.e

e. the sun is a typical star and is powered by nuclear reactions, primarily the fusion of hydrogen to form helium.

Age of the Sun

Age of the Sun

Planet Reports

Stellar Evolution Game

Earth Science:1.f

f. evidence for the dramatic effects of asteroid impacts in shaping the surface of planets and their moons, and in mass extinctions of life on Earth.

Planet Reports

Earth Science:1.g

g.* evidence for the existence of planets orbiting other stars.

Jupiter's moons lab

Measuring the distance to the moon through parallax

Earth Science:2.a

a. the solar system is located in an outer edge of the disc-shaped Milky Way galaxy which spans 100,000 light years.

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Planet Reports

Earth Science:2.b

b. galaxies are made of billions of stars and form most of the visible mass of the universe.

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Earth Science:2.c

c. evidence that all elements with an atomic number greater than that of Lithium have been formed by nuclear fusion in stars.

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Stellar Evolution Game

Earth Science:2.d

d. stars differ in their life cycles, and visual, radio, and X-ray telescopes collect data that reveal these differences.

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Lens Lab
Supplementary Activity 14

Earth Science:2.f

f.* evidence that the color, brightness and evolution of a star are determined by a balance between gravitational collapse and nuclear fusion.

Age of the Sun
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Stellar Evolution Game

Earth Science:2.g

g.* how the red-shift from distant galaxies and the cosmic background radiation provide evidence for the "big bang" model that suggests that the universe has been expanding for 10 to 20 billion years.

Spectroscopic Analysis Lab

Investigation and Experimentation:1.a

a. select and use appropriate tools and technology (such as computer-linked probes, spread sheets, and graphing calculators) to perform tests, collect data, analyze relationships, and display data.

Centripetal Force Lab
Jupiter's moons lab
Radiation lab

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Measuring the distance to the moon through parallax
Rocket Impulse Lab

Investigation and Experimentation:1.b

b. identify and communicate sources of unavoidable experimental error.

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Rocket Impulse Lab

Centripetal Force Lab
Radiation lab

Investigation and Experimentation:1.c

c. identify possible reasons for inconsistent results, such as sources of error or uncontrolled conditions.

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Jupiter's moons lab

Investigation and Experimentation:1.d

d. formulate explanations using logic and evidence.

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Measuring the distance to the moon through parallax

Centripetal Force Lab
Jupiter's moons lab
Radiation lab

Investigation and Experimentation:1.e

e. solve scientific problems using quadratic equations, and simple trigonometric, exponential, and logarithmic functions.

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Investigation and Experimentation:1.g

g. recognize the use and limitations of models and theories as scientific representations of reality.

Acceleration lab
Momentum lab

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Rocket Impulse Lab

Investigation and Experimentation:1.i

i. analyze the locations, sequences, or time intervals of natural phenomena (e.g., relative ages of rocks, locations of planets over time, and succession of species in an ecosystem).

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Jupiter's moons lab
Radiation lab

Centripetal Force Lab
Momentum lab
Rocket Impulse Lab

Investigation and Experimentation:1.j

j. recognize the issues of statistical variability and the need for controlled tests.

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Measuring the distance to the moon through parallax

Investigation and Experimentation:1.k

k. recognize the cumulative nature of scientific evidence.

Acceleration lab

Centripetal Force Lab

Investigation and Experimentation:1.l

l. analyze situations and solve problems that require combining and applying concepts from more than one area of science.

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Investigation and Experimentation:1.n

n. know that when an observation does not agree with an accepted scientific theory, sometimes the observation is mistaken or fraudulent (e.g., Piltdown Man fossil or unidentified flying objects), and sometimes the theory is wrong (e.g., Ptolemaic model of the movement of the sun, moon and planets).

Measuring the distance to the moon through parallax

Physics:1.a

a. how to solve problems involving constant speed and average speed.

Mercury Spacecraft Simulation

Physics:1.b

b. when forces are balanced no acceleration occurs, and thus an object continues to move at a constant speed or stays at rest (Newton's First Law).

Mercury Spacecraft Simulation

Physics:1.c

c. how to apply the law $F=ma$ to solve one-dimensional motion problems involving constant forces (Newton's Second Law).

Acceleration lab
Rocket Impulse Lab

Mercury Spacecraft Simulation
Rocket Impulse Lab

Physics:1.d

d. when one object exerts a force on a second object, the second object always exerts a force of equal magnitude and opposite direction. (Newton's Third Law).

Gravity and Orbits Activity

Mercury Spacecraft Simulation

Physics:1.e

e. the relationship between the universal law of gravitation and the effect of gravity on an object at the surface of the Earth.

Gravity and Orbits Activity

Mercury Spacecraft Simulation

Physics:1.f

f. applying a force to an object perpendicular to the direction of its motion causes the object to change direction but not speed (for example, the Earth's gravitational force causes a satellite in a circular orbit to change direction but not speed).

Centripetal Force Lab

Gravity and Orbits Activity

Gravity and Orbits Activity

Mercury Spacecraft Simulation

Physics:1.g

g. circular motion requires application of a constant force directed toward the center of the circle.

Centripetal Force Lab

Jupiter's moons lab

Physics:1.i

i.* how to solve two-dimensional trajectory problems.

Mercury Spacecraft Simulation

Physics:1.l

l.* how to solve problems in circular motion, using the formula for centripetal acceleration in the following form: $a=v^2/r$.

Centripetal Force Lab

Gravity and Orbits Activity

Physics:1.m

m.* how to solve problems involving the forces between two electric charges at a distance (Coulomb's Law) or the forces between two masses at a distance (Universal gravitation).

Gravity and Orbits Activity

Physics:2.a

a. how to calculate kinetic energy using the formula $E=(1/2)mv^2$.

Cratering Activity

Physics:2.b

b. how to calculate changes in gravitational potential energy near the Earth using the formula (change in potential energy) $=mgh$ (change in the elevation).

Cratering Activity

Jupiter's moons lab

Physics:2.c

c. how to solve problems involving conservation of energy in simple systems such as falling objects.

Cratering Activity

Physics:2.d

d. how to calculate momentum as product mv .

Momentum lab

Rocket Impulse Lab

Physics:2.e

e. momentum is a separately conserved quantity, different from energy.

Mercury Spacecraft Simulation

Momentum lab

Physics:2.f

f. an unbalanced force on an object produces a change in its momentum.

Mercury Spacecraft Simulation
Rocket Impulse Lab

Momentum lab

Physics:2.g

g. how to solve problems involving elastic and inelastic collisions in one dimension using the principles of conservation of momentum and energy.

Mercury Spacecraft Simulation

Momentum lab

Physics:2.h

h.* how to solve problems involving conservation of energy in simple systems with various sources of potential energy, such as capacitors and springs.

Stellar Evolution Game

Physics:3.c

c. thermal energy (commonly called heat) consists of random motion and the vibrations and rotations of atoms and molecules. The higher the temperature, the greater the atomic or molecular motion.

Stellar Evolution Game

Tracking sunspots and magnetic activity

Physics:3.d

d. most processes tend to decrease the order of a system over time, and energy levels are eventually distributed uniformly.

Tracking sunspots and magnetic activity

Tracking sunspots and magnetic activity

Physics:4.a

a. waves carry energy from one place to another.

Inverse Square law lab

Stellar Evolution Game

Physics:4.c

c. how to solve problems involving wavelength, frequency, and wave speed.

Jupiter's moons lab

Lens Lab

Physics:4.d

d. sound is a longitudinal wave whose speed depends on the properties of the medium in which it propagates.

Lens Lab

Physics:4.e

e. radio waves, light and X-rays are different wavelength bands in the spectrum of electromagnetic waves whose speed in vacuum is approximately 3×10^8 m/s (186,000 miles/second).

Inverse Square law lab

Jupiter's moons lab

Spectroscopic Analysis Lab

Physics:4.f

f. how to identify the characteristic properties of waves: interference (beats), diffraction, refraction, Doppler effect, and polarization.

Inverse Square law lab

Lens Lab

Physics:5.b

b. how to solve problems involving Ohm's law.

Mercury Spacecraft Simulation

Physics:5.e

e. charged particles are sources of electric fields and experience forces due to the electric fields from other charges.

Radiation lab

Stellar Evolution Game

Tracking sunspots and magnetic activity

Physics:5.f

f. magnetic materials and electric currents (moving electric charges) are sources of magnetic fields and experience forces due to magnetic fields of other sources.

Tracking sunspots and magnetic activity

Physics:5.g

g. how to determine the direction of a magnetic field produced by a current flowing in a straight wire or in a coil.

Stellar Evolution Game

Physics:5.h

h. changing magnetic fields produce electric fields, thereby inducing currents in nearby conductors.

Stellar Evolution Game

Physics:5.i

i. plasmas, the fourth state of matter, contain ions and/or free electrons and conduct electricity.

Radiation lab

Tracking sunspots and magnetic activity

Physics:5.j

j.* electric and magnetic fields contain energy and act as vector force fields.

Stellar Evolution Game

Tracking sunspots and magnetic activity

Physics:5.n

n.* the force on a moving particle (with charge q) in a magnetic field is $qvB \sin(a)$ where a is the angle between v and B (v and B are the magnitudes of vectors v and B , respectively), and students use the right-hand rule to find the direction of this force.

Tracking sunspots and magnetic activity