Honors Physics I – Course Overview

1 st QUARTER:		2 nd QUARTER:	
I. II. III.	The Science of Physics A. What is Physics? B. Measurements in Experiments C. The Language of Physics Motion in One Dimension A. Displacement and Velocity B. Acceleration C. Falling Objects Twp-Dimensional Motion and Vectors A. Introduction to Vectors B. Vector Operations C. Projectile Motion D. Relative Motion BENCHMARK I	V. VI. VII.	Forces and Laws of Motion A. Changes in Motion B. Newton's First Law C. Newton's Second and Third Laws D. Everyday Forces Work and Energy A. Work B. Energy C. Conservation of Energy D. Power Momentum and Collisions A. Momentum and Impulse (No Rotational or Angular) B. Conservation of Momentum (No Rotational or Angular) C. Elastic and Inelastic Collisions (One-dimensional) Circular Motion and Gravitation A. Newton's Law of Universal Gravitation B. Motion in Space BENCHMARK II
	3 rd QUARTER:		4 th QUARTER:
VIII.	Electric Forces and Fields A. Electric Charge B. Electric Force C. The Electric Field	XIII.	Vibrations and Waves A. Simple Harmonic Motion B. Measuring Simple Harmonic Motion C. Properties of Waves
IX.	Electrical Energy and Current A. Electric Potential B. Current and Resistance C. Electrical Power	XIV.	D. Wave Interactions Light and Reflection A. Characteristics of Light B. Flat Mirrors
X.	Circuits and Circuit Elements A. Schematic Diagrams and Circuits B. Resistors in Series or in Parallel	XV.	C. Curved Mirrors D. Color and Polarization Refraction
XI.	 C. Complex Resistor Combinations Magnetism A. Magnets and Magnetic Fields B. Magnetism from Electricity C. Magnetic Force 	XVI.	A. Refraction B. Thin Lenses C. Optical Phenomena Interference and Diffraction A. Interference
XII.	Electromagnetic Induction A. Electricity from Magnetism B. Generators, Motors, and Mutual Inductance BENCHMARK III	XVII.	B. Diffraction C. Lasers Sound A. Sound Waves B. Sound Intensity and Resonance
		XVIII.	Atomic Physics A. Models of the Atom - A Particle Model of Waves (Qualitative) photoelectric effect BENCHMARK IV