Name:

2015 Force and Motion Common Assessment Study Guide

- 1. Be able to identify time, motion and speed of events in a distance and time graph.
- 2. Be able to calculate average speed using points on a graph.
- 3. Be able to use the correct units when calculating speed from a graph.
- 4. Be able to identify when a car is stopped, traveling at a constant speed, decreasing in speed or returning to its starting points on a distance-time graph.
- 5. Be able to identify when speed is increasing, decreasing or constant on a speed-time graph.
- 6. Be able to identify the differences between mass and weight of an object on the moon and on the earth.
- 7. Be able to identify why an object set on a table does not fall to the ground.
- 8. Be able to use arrows in a diagram to determine the net force, where forces are greatest and when an individual would be winning a tug-of-war.
- 9. Be able to identify a force that acts only in direct contact.
- 10. Be able to identify motion from several forces acting on an object.

Name:	The Test is on:

2015 Force and Motion Common Assessment Study Guide

- 1. Be able to identify time, motion and speed of events in a distance and time graph.
- 2. Be able to calculate average speed using points on a graph.
- 3. Be able to use the correct units when calculating speed from a graph.
- 4. Be able to identify when a car is stopped, traveling at a constant speed, decreasing in speed or returning to its starting points on a distance-time graph.
- 5. Be able to identify when speed is increasing, decreasing or constant on a speed-time graph.
- 6. Be able to identify the differences between mass and weight of an object on the moon and on the earth.
- 7. Be able to identify why an object set on a table does not fall to the ground.
- 8. Be able to use arrows in a diagram to determine the net force, where forces are greatest and when an individual would be winning a tug-of-war.
- 9. Be able to identify a force that acts only in direct contact.
- 10. Be able to identify motion from several forces acting on an object.