

# PRISMS PLUS

## Units and Learning Cycles

### UNIT 1

## FORCE AND MOTION

- / 1. Kinematics
- / 2. Making Tracks
- / 3. Accelerating Tracks
- / 4. Vector Vector, What's My Vector
- / 5. Relative Motion
- / 6. Static Equilibrium
- / 7. Inertia
- / 8. Newton's Second Law
- / 9. Using Graphs to Understand Newton's Second Law
- / 10. Weight
- / 11. Newton's Third Law
- / 12. Impulse and Change in Linear Momentum
- / 13. Conservation of Linear Momentum
- / 14. Projectile Motion

### UNIT 2

## WORK AND ENERGY

- / 1. Work
- / 2. Power
- / 3. Conservation of Energy
- / 4. Heat and Temperature
- / 5. Change of Phase
- / 6. Mechanical Equivalent of Heat
- / 7. Ideal Gas Laws
- / 8. Solar Energy

### UNIT 3

## WAVES AND OPTICS

- / 1. Incandescence or Luminescence?
- / 2. Inverse Square
- / 3. Velocity, Frequency & Wavelength
- / 4. Speed of Sound
- / 5. Factors Affecting Frequency
- / 6. Reflection
- / 7. Refraction
- / 8. Lenses
- / 9. Image Size and Location
- / 10. Diffraction and Interference
- / 11. Color
- / 12. Polarized Light

### UNIT 4

## ELECTRICITY, MAGNETISM, AND MODERN PHYSICS

- / 1. Electrostatics
- / 2. Electric Fields
- / 3. Magnetic Fields
- / 4. Electric Circuits
- / 5. Ohm's Law
- / 6. Capacitors
- / 7. Motors
- / 8. Generator
- / 9. Radioactive Decay
- / 10. Spectra and Energy