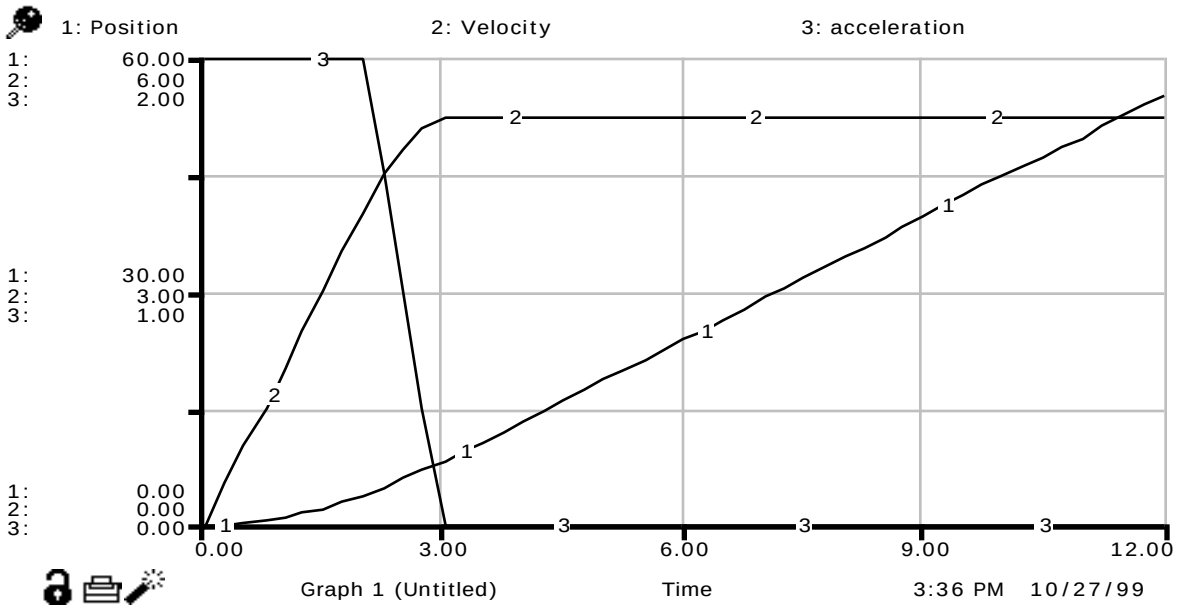
CoreModels Dynamics
Student Assessment

Student Name: _____ Date: _____

Teacher Name:_____ Student Grade (circle one)

9th 10th 11th 12th

1. Explain how the graph below relates to Newton's first and second laws of motion. Position is measured in meters, velocity in m/s, acceleration in m/s^2 and time is in seconds.



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2. Computer models are tools for learning about the things they are meant to resemble. A model's usefulness in understanding a real world situation can be determined by examining the assumptions make in constructing the model and by comparing its output to actual observations in the real world.

- Determine the usefulness of the dynamics model by describing at least two similarities between the model and science lab or real world outcomes. Give specific details to support your answer.

- Describe at least one limitation of the dynamics model with respect to its ability to produce results consistent with real world behavior. Why does this limitation exits?

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