

Name _____
Period _____

Date _____
Benchmark 10.2

- The student knows that an object's motion can be described and represented graphically according to its position, direction, and speed

4 – The assessment clearly shows that the student understands what speed is, how to calculate speed and plot speed, distance and time on a graph; what acceleration is and how it is similar to and different from speed, and how to plot it on a graph; and how gravity and other forces affect speed and acceleration.

3 – One or more of the elements listed above are missing. The assessment is turned in late.

2 – The student does not demonstrate a clear understanding of the benchmark; several errors made; several elements left out; the assessment was poorly done; the assessment was turned in late.

1 – The assessment is not what was required.

Students must turn in two labs on the benchmark that were created by the teacher and turn in one additional assessment from the list below for this benchmark. If the student fails to turn in one or both labs, they must complete two or three assessments from the following:

1. Create a graphic webpage.
2. Create a blog. Entries must be added every day or two. Pre-approval required.
3. Create a comic strip.
4. Write a short story.
5. Write a poem.
6. Create a graphic children's book.
7. Create a graphic poster on a standard 22 by 28-inch poster board..
8. Create a PowerPoint or Google Slide presentation that includes pictures.
9. Create a video or movie (no trailers).
10. Create a "science talk show" and be the subject of an interview about the topic. This can be done by two people.
11. Create a live character (costumes and accents encouraged), and do a presentation to the class that includes a question and answer time with the students.
12. Create a game that students can play in class. (no crosswords or word search puzzles)
13. Create an assessment that could be given to students to test their knowledge and understanding of the benchmark. The assessment must include an answer key. (no Quizlets, Quiziz, Jeopardy or similar online games)
14. Turn in your notebook.
15. Take a test prepared by the teacher.
16. Create your own assessment. (Get teacher approval first!)