	Test Blueprint for the First Long Exam in NASC 3			
	September 16 , 2015, Wednesday, 2:00-2:50 P.M. , PSLH-E	3		
	Classhour Exam			
	The test items will be based on the following learning outcomes			
	and level of instructional objectives (K, C, A)			
	(K stands for knowledge or recall level, C for comprehension, A for application)			
	(R stands for knowledge of recall level, e for comprehension, A for application)	Numh	er of test	items
	LEARNING OUTCOMES	K	C	A
1	To reflect on the importance of physics in my life today			1
	To describe, using your own words, physics			
2	To describe important characteristics of physics as a science		2	
3	To recall the major steps in the scientific method	1	1	
4	To name giant theories in physics	1		
5	To define various kinematic concepts	1		
6	To differentiate these concepts from one another		3	
	•distance,			
	•displacement			
	•time			
	•speed -average, instantaneous			
	•velocity -average, instantaneous			
	•acceleration			
7	To solve simple problems involving these concepts			2
8	To sketch motion graphs given the data		2	
9	To interpret graphs in kinematics including free fall		<u>-</u> 3	
	• position vs time			
	• velocity vs time			
	• acceleration vs time			
10	To discuss Newton's laws of motion			
	•First Law of Newton - inertia	1	1	
	•Second Law of Newton - acceleration	1		1
	•Third Law of Newton - interaction	1	1	
11	To show the relationship among variables in the Second Law		<u>1</u>	
12	To diffentiate mass from weight		1	
13	To identify the action-reaction pairs of forces		2	
14	To describe free fall in terms of force, velocity and acceleration		2	
15	To explain various cases of free fall		2	
16	To describe bodies in uniform circular motion (UCM)	1		
	using concepts of centripetal force, velocity and acceleration			
17	To explain uniform circular motion (UCM)		2	
	based on centripetal force, velocity at acceleration			
18	To make a "concept map" showing how ideas come together in physics			1
	TOTAL = 35	7	23	5
	Format: I. Modified True or False			
	II. Multiple Choice-items with * * need to have the			
	solutions shown. No solution, no credit.			
	III. Simple Problem/Short answer			
	BRING ID, CALCULATOR, EXTRA PEN & a FLASHLIGHT (just in case)			
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