

Speed

What's the science story?

What is speed? How do we measure it? How can we go faster?

Previous knowledge:

Key stage 2 forces topics.

Next steps...

KS4

Physics – paper 2



Keywords

Speed,
Vector,
Time, Distance, Variables, Force

Analyse
Evaluate
Conclusion
Investigate
Pattern
Trends

Working scientifically skills:

- WS1
- WS2
- WS3
- WS7
- WS8
- WS9
- WS10
- WS13
- WS14
- WS15
- WS16

Assessments:

Exit ticket - Speed

KS3 – Year 8

Lesson No. and Title	Learning objectives	National Curriculum	Practical equipment
1. Speed	<p>ARE - To calculate speed using distance and time.</p> <p>AGD - To rearrange the speed equation to calculate a different subject.</p>	<ul style="list-style-type: none"> • speed and the quantitative relationship between average speed, distance and time (speed = distance ÷ time) • the representation of a journey on a distance-time graph • relative motion: trains and cars passing one another 	
2. Investigating Speed	<p>ARE – To apply the speed formula triangle to a moving object.</p> <p>AGD – To analyse the results from a scientific investigation.</p>	<ul style="list-style-type: none"> • speed and the quantitative relationship between average speed, distance and time (speed = distance ÷ time) • the representation of a journey on a distance-time graph • relative motion: trains and cars passing one another 	<p>Falling cupcake cases</p> <p>Metre ruler</p> <p>Cupcake case</p> <p>Stopwatch</p>
4.Speed/distance graphs	<p>ARE – Draw a distance-time graph.</p> <p>AGD - Interpret a distance-time graph.</p>	<ul style="list-style-type: none"> • speed and the quantitative relationship between average speed, distance and time (speed = distance ÷ time) • the representation of a journey on a distance-time graph • relative motion: trains and cars passing one another 	

KS3 – Year 8

4. Considering results	ARE – To draw a conclusion based on your results. AGD - To use your graph to make predictions and estimates	<ul style="list-style-type: none">• speed and the quantitative relationship between average speed, distance and time (speed = distance ÷ time)• the representation of a journey on a distance-time graph• relative motion: trains and cars passing one another	
------------------------	--	--	--