

## Free Fall and Motion in 2D Standards

U4	S1	I can state the value (with units) of the free fall acceleration for an object and describe the motion of an object in freefall.
U4	S2	I can describe the effect of various factors (mass, launch speed, height, etc.) on the motion of a projectile.
U4	S3	I can solve free fall and projectile motion problems using graphs or equations.
U4	S4	I can draw motion maps for objects moving in two dimensions.
U4	S5	Find the relative velocity between objects in multiple reference frames.