Apply understanding of projectile physics and fluid dynamics to find the water pressure in water guns

Time 2:00 Cost 0.00 PreRequisites Requirements Skills Focus Level Standard Point Applied Science NGSS 9 Teamwork 3 Written Communication CC 3 Total Skill Points Knowledge Gain						
PreRequisites Requirements Skills Focus Level Standard Point Applied Science NGSS 9 Teamwork Written Communication CC 3	Suggested Learning					
Requirements Skills Focus Level Standard Point Applied Science NGSS 9 Teamwork Written Communication Total Skill Points Knowledge Gain	Time	2:00	Cost		0.00	
Skills Focus Level Standard Point Applied Science NGSS 9 Teamwork Written Communication Total Skill Points Knowledge Gain	PreRequisites					
Applied Science Teamwork Written Communication Total Skill Points Knowledge Gain	Requirements					
Teamwork Written Communication Total Skill Points Knowledge Gain	Skills		Focus	Level	Standard	Points
Written Communication CC 3 Total Skill Points Knowledge Gain	Applied Science			ı.ı	NGSS	9
Total Skill Points Knowledge Gain	Teamwork		•			3
Knowledge Gain	Written Commun	nication	•		CC	3
		Tota	al Skill Points			15
Use projectile motion physics to determine the initial velocity of a projectile launched	Knowledge Gain					
horizontally. Resource Link	horizontally.	physics to determ	ine the initial velocity	y of a projecti	le launched	
https://www.teachengineering.org/activities/view/cub_bernoulli_lesson01_activity1	https://www.teachengi	neering.org/activi	ties/view/cub_bernou	ılli_lesson01_	_activity1	

Skills Label TM

Patent 11587190

www.skillslabel.com

Go to Label Webpage