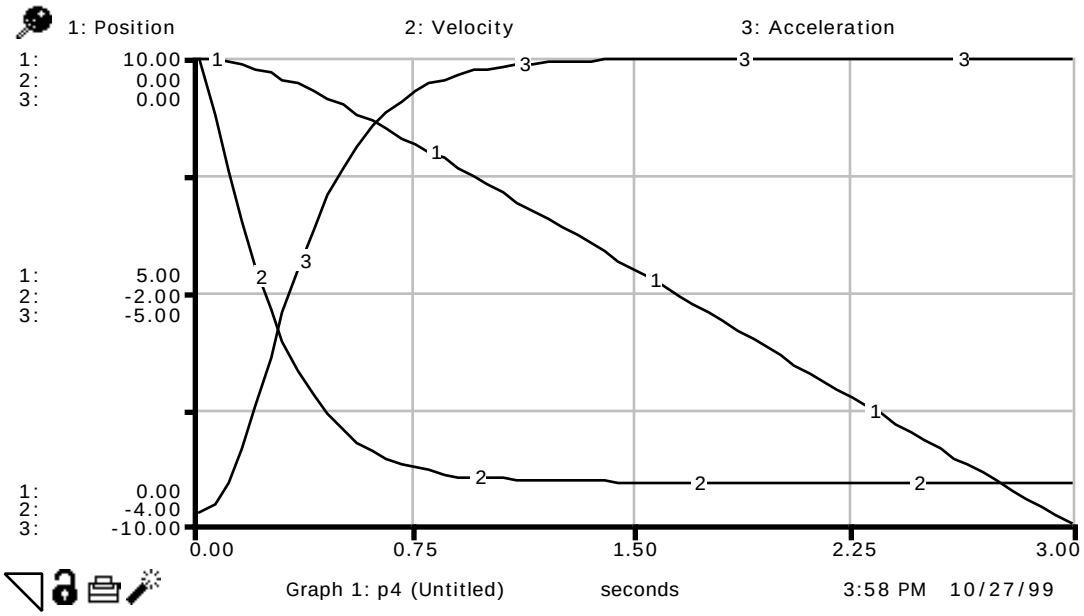
CoreModels Drag Model
Student Assessment

Student Name:_____ Date: _____

Teacher Name:_____ Student Grade (circle one)

9th 10th 11th 12th

1. Explain what the graph below tells us about an object experiencing a drag force. Position is measured in meters, velocity in m/s, acceleration in m/s^2 and time is in seconds.



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2. Computer models are tools for learning about the things they are meant to resemble. A model's usefulness in understanding a real world situation can be determined by examining the assumptions make in constructing the model and by comparing its output to actual observations in the real world.

- Determine the usefulness of the drag model by describing at least two similarities between the model and science lab or real world outcomes. Give specific details to support your answer.

- Describe at least one limitation of the drag model with respect to its ability to produce results consistent with real world behavior. Why does this limitation exits?

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