

*Appendix - C*

**Information Schedule of Physics**

**Name of the school:**

**Roll No:**

Instructions: Put a tick mark (✓) against the content areas in the given topic which you found difficult to understand in physics in standard IX.

Sr. No	Topic	Content Area	Put a tick mark
1.	<b>Motion</b>	• Concept of distance and displacement	
		• Uniform Motion	
		• Non –Uniform motion	
		• Measuring Rate of Motion: Concept of Speed	
		• Speed with Direction :Concept of Velocity	
		• Rate of change of Velocity :Concept of Acceleration and Retardation	
		• Graphical Representation of Motion	
		• Distance Time Graphs	
		• Velocity Time Graph	
		• Derivations of Equations of Motion by Graphical Method	
		• Equation for Velocity – Time Relation	
		• Equation for Position – Time Relation	
		• Equation for Position – Velocity Relation	
		• Uniform Circular Motion	
		• Numerical on Motion	
2	<b>Force And Laws of Motion</b>	• Concept of Force	
		• Balanced and Unbalanced Forces	
		• Galileo’s Observations and Conclusions	
		• Newton’s First Law of Motion	
		• Newton’s First Law & Force	
		• Newton’s First Law and Inertia	

		• Inertia and Mass	
		• Types of Inertia	
		• Linear Momentum	
		• Newton's Second Law of Motion	
		• Mathematical Formulation of Newton's Second Law of Motion	
		• Applications of Newton's Second Law	
		• Newton's Third Law of Motion	
		• Applications of Newton's Third Law of Motion	
		• Law of Conservation of Momentum	
		• Derivation of Law of Conservation of Momentum	
		• Applications of the Law of Conservation of Momentum	
		• Numerical Based on Force and Laws of Motion	
3	<b>Gravitation</b>	• Concept of Gravitation	
		• Newton's Universal Law of Gravitation	
		• Unit and Value of Gravitational Constant	
		• Importance of Universal Law of Gravitation	
		• Gravitational Force between Light Objects and Heavy Objects	
		• Gravitation and Newton's Third Law of Motion	
		• Gravity	
		• Concept of Acceleration due to Gravity: Free Fall	
		• Relation between $g$ and $G$	
		• Value of acceleration due to Gravity ( $g$ )	
		• Acceleration due to Gravity does not	

		depend on Mass of the Body	
		• Variation in Acceleration due to gravity	
		• Motion of Objects under the influence of Gravitational Force of Earth	
		• Mass	
		• Weight	
		• Weight of an object on Moon	
		• Numerical on Gravitation	
		• Thrust and Pressure	
		• Density	
		• Relative Density	
		• Pressure in Fluids	
		• Buoyancy	
		• Why Objects Float or Sink in Water	
		• Archimedes' Principle	
		• Numerical on Buoyancy and Archimedes' Principal	
4	<b>Work And Energy</b>	• Concept of Work	
		• Work done by a Constant Force	
		• Energy	
		• Kinetic Energy	
		• Expression for Kinetic Energy	
		• Potential Energy	
		• Potential Energy of an Object at a Height	
		• Forms of Energy	
		• Energy Transformations	
		• Law of Conservation of Energy	
		• Law of Conservation of Mechanical Energy	
		• Rate of doing Work: Power	
		• Commercial Unit of Energy: KWh	

		<ul style="list-style-type: none"> <li>• Numerical on Work, Energy and Power</li> </ul>	
<b>5</b>	<b>Sound</b>	<ul style="list-style-type: none"> <li>• Concept of Sound</li> </ul>	
		<ul style="list-style-type: none"> <li>• Production and Propagation of Sound</li> </ul>	
		<ul style="list-style-type: none"> <li>• Sound Needs a Medium to Travel</li> </ul>	
		<ul style="list-style-type: none"> <li>• Compressions and Rarefaction Produced in Sound</li> </ul>	
		<ul style="list-style-type: none"> <li>• Sound Waves: Longitudinal Waves</li> </ul>	
		<ul style="list-style-type: none"> <li>• Transverse Wave Motion</li> </ul>	
		<ul style="list-style-type: none"> <li>• Characteristics of Sound Waves</li> </ul>	
		<ul style="list-style-type: none"> <li>• Relation between Frequency and Time Period</li> </ul>	
		<ul style="list-style-type: none"> <li>• Relation between Speed of Sound, Frequency and Wavelength</li> </ul>	
		<ul style="list-style-type: none"> <li>• Speed of Sound in Different Media</li> </ul>	
		<ul style="list-style-type: none"> <li>• Loudness or Intensity</li> </ul>	
		<ul style="list-style-type: none"> <li>• Pitch or Frequency</li> </ul>	
		<ul style="list-style-type: none"> <li>• Quality or Timbre</li> </ul>	
		<ul style="list-style-type: none"> <li>• Reflection of Sound</li> </ul>	
		<ul style="list-style-type: none"> <li>• Echo</li> </ul>	
		<ul style="list-style-type: none"> <li>• Multiple Echoes</li> </ul>	
		<ul style="list-style-type: none"> <li>• Reverberation</li> </ul>	
		<ul style="list-style-type: none"> <li>• Range of Frequencies</li> </ul>	
		<ul style="list-style-type: none"> <li>• Application of Multiple Reflection of Sound</li> </ul>	
		<ul style="list-style-type: none"> <li>• Industrial Use of Ultrasound</li> </ul>	
		<ul style="list-style-type: none"> <li>• Medical uses of Ultrasound</li> </ul>	
		<ul style="list-style-type: none"> <li>• SONAR</li> </ul>	
		<ul style="list-style-type: none"> <li>• Structure of Human Ear (Auditory Aspect)</li> </ul>	
		<ul style="list-style-type: none"> <li>• Numerical on Sound</li> </ul>	