

# Grade 12 Earth and Space Science (SES4U) University Preparation

Name: \_\_\_\_\_

Date: \_\_\_\_\_

## Student Exploration: Seasons: Earth, Moon, and Sun

**Vocabulary:** altitude, axis, azimuth, equinox, horizon, latitude, revolution, rotation, solstice

**Prior Knowledge Questions** (Do these BEFORE using the Gizmo.)

1. Suppose you were stranded on a desert island without a calendar or clock. How would you know when a day, a month, or a year had passed? \_\_\_\_\_

2. How could you tell what time of year it was? \_\_\_\_\_

### Gizmo Warm-up

Thousands of years ago, people told time by looking at the sky. You may not think about it, but you probably do this as well. For example, you know a day has passed when the Sun rises, it grows light outside, and then Sun sets again.

In the *Seasons: Earth, Moon, and Sun* Gizmo, you will learn how you can relate the passage of time to different astronomical events.

Drag the **Simulation speed** slider all the way to the left. Click **Play** (▶) and observe the SIMULATION pane.

A. What happens? \_\_\_\_\_

B. Click on the 2D VIEW tab. What do you see? \_\_\_\_\_

C. Click on the DAY GRAPH tab. What do you see? \_\_\_\_\_

D. Click on the SHADOWS tab. What do you see? \_\_\_\_\_



## Lesson 9 Gizmo

**Bradley Jones, Peter G. Aitken, Dean  
Miller**



## Lesson 9 Gizmo:

C Programming in One Hour a Day, Sams Teach Yourself Bradley L. Jones, Peter Aitken, Dean Miller, 2013-10-07 Sams Teach Yourself C Programming in One Hour a Day Seventh Edition is the newest version of the worldwide best seller Sams Teach Yourself C in 21 Days Fully revised for the new C11 standard and libraries it now emphasizes platform independent C programming using free open source C compilers This edition strengthens its focus on C programming fundamentals and adds new material on popular C based object oriented programming languages such as Objective C Filled with carefully explained code clear syntax examples and well crafted exercises this is the broadest and deepest introductory C tutorial available It s ideal for anyone who s serious about truly mastering C including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps Friendly and accessible it delivers step by step hands on experience that starts with simple tasks and gradually builds to professional quality techniques Each lesson is designed to be completed in hour or less introducing and clearly explaining essential concepts providing practical examples and encouraging you to build simple programs on your own Coverage includes Understanding C program components and structure Mastering essential C syntax and program control Using core language features including numeric arrays pointers characters strings structures and variable scope Interacting with the screen printer and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information Variables and Constants 4 The Pieces of a C Program Statements Expressions and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures Unions and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen Printer and Keyboard PART III ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV APPENDIXES A ASCII Chart B C C Reserved Words C Common C Functions D Answers Sams Teach Yourself C Programming in One Hour a Day Bradley Jones, Peter G. Aitken, Dean Miller, 2013 Sams Teach Yourself C Programming in One Hour a Day Seventh Edition is the newest version of the worldwide best seller Sams Teach Yourself C in 21 Days Fully revised for the new C11 standard and libraries it now emphasizes platform independent C programming using free open source C compilers This edition strengthens its focus on C programming fundamentals and adds new material on popular C based object oriented programming languages such as Objective C Filled with carefully explained code clear syntax examples and well crafted exercises this is the broadest and deepest introductory C tutorial available It s ideal for anyone who s serious about truly mastering C including thousands of developers who want to leverage its speed and performance in

modern mobile and gaming apps Friendly and accessible it delivers step by step hands on experience that starts with simple tasks and gradually builds to professional quality techniques Each lesson is designed to be completed in hour or less introducing and clearly explaining essential concepts providing practical examples and encouraging you to build simple programs on your own Coverage includes Understanding C program components and structure Mastering essential C syntax and program control Using core language features including numeric arrays pointers characters strings structures and variable scope Interacting with the screen printer and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information Variables and Constants 4 The Pieces of a C Program Statements Expressions and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures Unions and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen Printer and Keyboard PART III ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV APPENDIXES A ASCII Chart B C C Reserved Words C Common C Functions D Answers

**Gizmo's Land** Mauricia Errera,2013-05-22 Join the author as she takes you on a magic adventure along with Mary and her pet cat Gizmo The story begins with Mary and Gizmo lazing beside a lake when all of a sudden with a little magical help they find themselves in a strange forest The forest proves to be home to talking insects animals and birds where furniture comes to life and Mary encounters talking trees Mary has the opportunity to converse with celestial beings and gets a lesson in intuition She gets to see orbs and see how nature works hand in hand with man How her emotions affect her environment she even gets taken into an enchanted garden through an enchanted mirror All the while she is being chased by men who wish to stop her progress

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**Autodesk 3ds Max 9 Essentials** ,2007 See also accompanying CD ROM

*The English Marvel Coursebook* □ 6 Brinda Dutta, The English Marvel is a multiskill based series in English that adheres to the National Curriculum Framework and the advances made in ELT pedagogical principles Having a learner centred approach the series develops essential communication skills and integrates the four language skills of Reading Writing Listening and Speaking

**Report** Allan Mark Davis,C. K. Wong,Donald Jay Hoffman,Edward Neufville Adams,Mark Loren Ketelsen,Trevor Nigel Mudge,1965

**The Design, Implementation, and Analysis of a Computer-assisted Instruction System on a**

**Mini-computer** Allan Mark Davis, 1973      Advancing the STEM Agenda Cindy P. Veenstra, Fernando F. Padró, Julie A. Furst-Bowe, 2012-05-15 In July 2011 the ASQ Education Division held its first Advancing the STEM Science Technology Engineering and Mathematics Agenda in Education the Workplace and Society Conference at the University of Wisconsin Stout This publication is a selection of papers and workshops from this groundbreaking conference The ideas presented here will help other educators and policy makers to develop their own innovative high impact ideas for inspiring student interest in STEM careers improving the delivery of STEM education at their schools and colleges and helping STEM college graduates transition to the workplace The chapters in this book reflect research and best practices integrating the ideas of continuous improvement in combination with a can do attitude to provide a valuable resource that will lead others to consider similar innovative and collaborative educational structures that will drive more interest in STEM majors in college and provide for our next generation of scientists technicians and engineers Prior to reviewing Advancing the STEM Agenda I had a list in my mind of topics that I hoped would be addressed I m very pleased with how many are covered and covered well This project succeeds at the challenge of providing not only beneficial breadth but also important depth Because our public private partnership has been committed explicitly to continuous improvement for more than a decade I couldn t help but notice as the editors also point out in their conclusion the extent to which continuous improvement is a common thread throughout the book That speaks to the book s practical utility in many settings and on a long term basis No less valuable is the discussion of student motivation by many of the authors which STEM teachers in our area have identified as a major issue of interest to them in recent surveys Richard Bogovich Executive Director Rochester Area Math Science Partnership Minnesota Veenstra Padr and Furst Bowe provide a huge contribution to the field of STEM education We all know the statistics and of the huge need in the area of STEM students and education but what has been missing are application and success stories backed by research and modeling The editors have successfully contributed to our need by focusing on collaborative models building the K 12 pipeline showing what works at the collegiate level connecting across gender issues and illustrating workforce and innovative ideas John J Jasinski President Northwest Missouri State University Advancing the STEM Agenda provides a broad set of current perspectives that will contribute in many ways to advancing the understanding and enhancement of education in science education and engineering This work is packed with insights and perspectives from experienced educators and bridges the transition from education to workplace John Dew Senior Vice Chancellor Troy University      3ds Max 8 Essentials Autodesk, Inc, 2014 Write your own MAXScript functions and utilities to create custom tools and UI elements and automate repetitive tasks Demonstrated techniques include the creation of objects arrays collections control structures parametric objects and the construction of UI elements The companion CD ROM contains media files that allow you to practice the techniques with real world examples demonstrating how you can use them in a production environment The definitive introduction to MAXScript Includes media files that allow you to practice with real

world examples     **3D Studio Max 3.0 Workshop** Duane Loose,2000 This book s subtitle is beginning with the end in mind and it offers the beginning 3D Studio Max user basic design principles as well as techniques for getting ideas out of the brain onto the computer screen Chapters include information on Backgrounds Set design and modeling Props and secondary scene elements Camera set up and movement Lighting Creating 3D depth Texturing reflection Specific material development Dirt wear and tear Smoke water and other special effects Character design animation Video post production Making a demo reel and Getting a job as a CGI artist animator The CD includes source files for the exercises plug ins and a gallery of high end 3D Studio work     **The National Underwriter** ,1953     National Underwriter ,1953     *Language Arts Grade 2* Betty Jane Wagner,McGraw-Hill,2000-03 Includes exercises that teach the basics of grammar and writing     **Spectrum Language Arts, Grade 2** Betty Jane Wagner,2002-06-15 Encourages creativity and builds confidence by making writing fun Seventy two four part lessons strengthen writing skills by focusing on parts of speech word usage sentence structure punctuation and proofreading Each level includes a Writer s Handbook at the end of the book that offers tips Based on the highly respected McGraw Hill Companies language arts textbooks Full color illustrations Consumable Available now     Connected Newsletter ,2003     **Comprehensive Review for the New York Math a Examination** A. Rose Primiani,2004     The Cryptogram ,1974     **3ds Max Version 5** ,2002     Kiplinger's Personal Finance ,2000-10 The most trustworthy source of information available today on savings and investments taxes money management home ownership and many other personal finance topics

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
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