Typical Physics 1 syllabus (Mechanics) and suitable PhET Sims.

0) Algebra, trigonometry, unit conversion, taking derivatives
Graphing Lines (HTML) / Calculus Grapher / Trig Tour (HTML)

1) 1D Kinematics : x, v, a vs t graphs, constant acceleration formulas
The Moving Man / Ramp: Forces and Motion / Calculus Grapher

2) Vector math: addition and subtraction of vectors, components of a vector
Vector Addition / Trig Tour (HTML)

3) Motion in 2D: Vector acceleration, v_1-v_2-Δv diagrams, 2D projectile motion, circular motion
Vector Addition / Projectile Motion (HTML) / Lunar Lander / Motion in 2D / Maze Game Ladybug Revolution / Pendulum Lab (HTML)

4) Newton's Laws, free-body diagrams, kinetic and static friction
Force and Motion: Basics (HTML) / Forces and Motion / Forces in 1 dimension / Ramp: Forces and Motion / Friction (HTML) / Torque / Masses and Springs (HTML soon) /Hooke's Law (HTML)

5) $\mathbf{F}_{net} = m\mathbf{a}$ problems: FBDs, coordinate systems, $\sum F_x = ma_x$, $\sum F_y = ma_y$
Force and Motion: Basics (HTML) / Forces and Motion / Pendulum Lab (HTML) / Torque / Projectile Motion (HTML)

6) Work and energy, KE and PE, conservation of energy, power
Masses and Springs (HTML soon) / Pendulum Lab (HTML) / Hooke's Law (HTML) / Energy Skate Park: Basics (HTML) / Energy Skate Park (HTML in 2019) / The Ramp

7) Gravity: $F_{grav} = GMm/r^2$, $g = GM/r^2$, orbits, escape velocity
Force Law Lab (HTML) / My Solar System / Gravity and Orbits (HTML)

8) Conservation of linear momentum; impulse = $\Delta\mathbf{p} = \mathbf{F}_{net}\,\Delta t$
Collision Lab

9) Rotational motion: θ, ω, α ; torque $\tau = r F_\perp$; $\tau = I\alpha$; $KE_{tot} = KE_{trans} + KE_{rot}$
Ladybug Revolution / Torque / Motion in 2D / Ladybug Motion 2D

10) Conservation of Angular Momentum, $\vec{L} = \vec{r} \times \vec{p}$, $\vec{L} = I\vec{\omega}$, $\vec{L}_{tot} = \text{constant if } \vec{\tau}_{ext} = 0$
Torque

11) Static Equilibrium: $\sum F_x = 0$, $\sum F_y = 0$, $\sum \tau = 0$
Balancing Act (HTML)

12) Simple Harmonic Motion: $\omega = 2\pi/T = \sqrt{k/m}$, damped, driven SHO
Masses and Springs (HTML soon) / Pendulum Lab (HTML) / Resonance

13) Fluids: density ρ, pressure p, buoyant force / Archimedes' Principle
Buoyancy / Balloons and Buoyancy / Fluid Pressure and Flow / Under Pressure (HTML)

14) Traveling waves, sound waves, $v_{wave} = \lambda f$, Superposition Principle, standing waves
Wave on a String (HTML) / Sound / Wave Interference (HTML in 2019) / Fourier: Making Waves

15) Thermo: specific heat c, $\Delta Q = m c \Delta T$ or $\Delta Q = m L$, ideal gases, heat transfer mechanisms
Friction (HTML) / States of Matter (HTML) / Gas Properties (HTML in 2019) / Blackbody Spectrum (HTML soon)

Typical Physics 2 syllabus (E&M, Optics) and suitable PhET Sims.

1) Coulomb's Laws and E-fields
   Vector Addition / Charges and Fields (HTML) / Balloons and Static Electricity (HTML) / John Travoltage (HTML) / Electric Field Hockey

2) Gauss's Law
   Charges and Fields (HTML)

3) Voltage
   Energy Skate Park (for review of work and energy) / **Charges and Fields (HTML)**

4) Capacitance
   Capacitor Lab / Capacitor Lab: Basics (HTML)

5) Electric Current: Ohm's Law, resistance and resistivity, simple circuits, power
   Ohm's Law (HTML) / Resistance in a Wire (HTML) / Battery-Resistor Circuit / Circuit Construction Kit DC (HMTL)

6) DC circuits: series and parallel elements, ammeters and voltmeters
   Circuit Construction Kit DC (HTML)

7) RC circuits
   Circuit Construction Kit (AC+DC) / Capacitor Lab: Basics (HTML)

8) Magnetism I: Lorentz Force Law, forces on current-carrying wires, motors

9) Magnetism II: Sources of the B-field, Biot-Savart Law, Gauss's Law for B-fields, Ampere's Law, permanent magnets
   Magnet and Compass / Magnets and Electromagnets

10) Faraday's Law: emf, Lenz's Law, generators, eddy currents
    Faraday's Law (HTML) / Faraday's Electromagnetic Lab / Generator

11) Inductors, Transformers, LC and LRC circuits
    Faraday's Electromagnetic Lab / Circuit Construction Kit(AC+DC) / Generator

12) Electromagnetic Waves, polarization of light
    Wave on a String (as mechanical example of transverse wave) / **Radiating Charge**
    Radio Waves and Electromagnetic Field / Blackbody Radiation (HTML soon) / Fourier: Making Waves

13) Ray optics: reflection, Snell's Law, lenses and image formation, camera and eye
    Bending Light (HTML) / Geometric Optics / Color Vision (HTML)

14) Physical optics: Diffraction and Interference
    Bending Light (HTML) / Wave Interference (HTML in 2019) / Fourier: Making Waves