

Unit 2: Motion Cheat Sheet

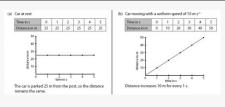
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Modelling Motion					
Scalar	quantity with just magnitude				
e.g. Distance	total length, disregarding direction (SI Unit:m)				
e.g. Speed	a rate showing change of distance with time (SI Unit:m/s)	speed = distance travelled/time taken			
Vector	quantity with both magnitude and direction				
e.g. Displa- cement	distance moved <i>with</i> direction, measure of change of position (SI Unit:m)	displacement 'x' = final position - initial position			
e.g. Velocity	rate of change of displacement with direction (SI Unit:m/s)	direction can be given as '+' or '-' in a straight line, otherwise velocity requires a direction			

Motion Graphs

Distan	Graph	gradient = speed	
ce-	depicting total	(object at rest	
time	distance	does not have to	
graph	travelled over	be at a distance	
	time	of zero)	

Distance-Time Graph (a) Caratrest (b) Carmoving with a un





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