Unit 1 Handouts (Physics 100)

Notes: Kinematics Intro, Basic Terms, Average Velocity

Kinematics: The study of motion without considering its causes.

Scalar: A quantity with magnitude but no direction. Give an example: A speed of 10 m/s

Vector: A quantity with magnitude and direction. Give an example:

 $\Delta =$ **Delta** = "change in"

Avelocity of 10 m/s down ward.

Formula for $\Delta =$ Final – initial.

Example Problem: Calculate the "change in position" for an object that moves from the 4m mark to

X=45m

the 1m mark.

DX=X-Xo DX=Im-4m=-3m

	Symbol	Meaning (what it's supposed to mean)	Vector or Scalar?	Common Units	
Position	Xory	Where something is on a number-line.	5	meters (m) 1+3
Displacement	DX of DY	"Change in position"	(V)	m	The state of the s
Distance	d	Like displacement, but doesn't include direction. What a car's odometer keeps track of.	5	m	W-
Total Distance	d	Sum of all of the distances traveled on a trip.	5	m	
Change in Time	Δt	How long some event lasts.	S .	Sec	ands (s)
Speed	pone "Speed"	How fast something is moving. A ratio of distance traveled to travel time elapsed.	ک	ms "	ends (s) eters per second
Velocity	V	Speed and direction.	V	1/5	

