| Name: 19 |
|--|
| Notes - 3.1. Kinematics in Two Dimensions: An Introduction |
| 1. Give three examples of 2-dimensional motion. A. Arcof a bassetball B. Ochit of a satellite C. Bicycle rounding a curve |
| 2. Given a right triangle of sides a and b and a hypotenuse of c, write the equation to find the length of c. |
| 3. What is used to represent the magnitude and direction of a vector? AN arrow |
| 4. The length of the vector is directly proportional to the <u>magnitude</u> of the vector. |
| 5. HUGE IDEA: The horizontal and vertical components of two-dimensional motion are not affect motion in the vertical direction, and vice versa. |
| 6. One baseball is dropped from rest. At the same instant, another is thrown horizontally from the same height and follows a curved path. Which baseball hits the ground first? They both bit the ground at the same time. |
| 7. For the thrown (blue) ball in Figure 3.6, A. Is there acceleration in the y-direction? |
| B. Is there acceleration in the x-direction? \bigvee |
| 8. The key to analyzing such motion, called projectile motion, is to resolve (break) it into motions along perpendicular directions. Resolving two-dimensional motion into components is possible because the components are |