## Name: Physics Unit 2 – Forces and Motion Study Guide: Date: Vocabulary: (Scalar) howmich grand is covered 1. Distance (vector) how far out of place an object is from start 2. Displacement distance covered w/ respect to time 3. Position 4. Speed Catestalage of position 5. Velocity 6. Scalar magnitude 2 Nection & May nitude 7. Vector A velocity / A time how much "stuff" an object is made a 8. Acceleration 9. Mass The gravitational pull of anobject toward threath 10. Weight 11. Force 12. Net Force total force pronobicet 13. Equilibrium Net force = 0 used to measure newtons the Pull of objects toward cochother 14. Spring scale 15. Gravity resistance to motion of objects sliding

Possible Questions:

1. What is the difference between speed and velocity?

Speed = Scalar distance / time

against

Velocity = vector speed in a given direction

16. Friction

2. What are vector and scalar quantities, give examples of each.

Scalar = magaitude Vector = direction & Magnitude Velocity

3. How does inertia describe the motion of an object? Give an instance where you have experienced inertia.

- Resistance to charges in motion

- diving hacar

Not moving = Zero velocity = Zero acceleration  constant velocity = Zero acceleration
5. You have two different masses. Mass 1 = heavy. Mass 2 = light. If Force is constant, describe how is the acceleration for each mass affected?  Mass 1 = \frac{1}{2} \alpha \alpha \colored \c
Mass 2 = 1 acceleration
6. What is the difference between displacement and the total distance traveled by an object?  displacement = Point A to point B rend product
distance = total grand coverced
7. Describe the difference in motion between balanced and unbalanced forces? What is the term used to describe the sum of these forces?  Net force. If there is a net force (unbalanced force on object will accelerate
8. How do you tell the differences in type of motion and direction of motion from position and velocity versus time graphs?  Position: Fast/Slow: Steef/shallow Velocity: to/From: Fositive/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/negative/nega

4. Explain the two instances that can happen when acceleration is zero.

\*\*\*\*Note: You will want to look over the Free-Body Diagram worksheet as well as the Lab that we did involving motion detectors. Be sure you understand what motion causes what type of graph