



<p>Kinematics Unit 1 ↓</p>	<p>Dynamics Unit 2 ↓</p>	<p>Uniform Circular Motion & Gravitation Unit 3 ↓</p>	<p>Energy Unit 4 ↓</p>
<ul style="list-style-type: none"> • Vector vs. Scalar • Displacement vs. Distance • Velocity vs. Speed • Acceleration • Linearization • Big Four Equations <ul style="list-style-type: none"> ◦ $V_f = V_o + at$ ◦ $\Delta x = V_o t + 1/2 at^2$ ◦ $V_f^2 = V_o^2 + 2a\Delta x$ ◦ $\Delta x = 1/2 t(V_o + V_f)$ • Projectile Motion • Position-Time Graphs • Velocity-Time Graphs • Acceleration-Time Graphs • Acceleration due to Gravity ($g = 9.8$ m/s/s) 	<ul style="list-style-type: none"> • Equilibrium: net force is equal to 0 • Newton's 1st Law <ul style="list-style-type: none"> ◦ Law of Inertia • Newton's 2nd Law <ul style="list-style-type: none"> ◦ Force = mass x acceleration • Newton's 3 ← Especially $\Sigma F = ma$ <ul style="list-style-type: none"> ◦ Third Law Force Pairs (equal and opposite) • Friction $F_f = F_n \mu$ • Ramps/Inclined Planes • Force Body Diagrams • Force and Net Force 	<ul style="list-style-type: none"> • Centripetal Force: not a new force, just an expression for the net force pointing inwards of the circular path <ul style="list-style-type: none"> ◦ $F_c = mv^2/r$ • Centripetal Acceleration <ul style="list-style-type: none"> ◦ $A_c = v^2/r$ • Universal Gravitation • Uniform Circular Motion: constant speed (magnitude of velocity is constant) • Combos with Forces, Energy, SHM, Rotation • Inertial mass vs. Gravitational mass <ul style="list-style-type: none"> ◦ How do you find each one experimentally? 	<ul style="list-style-type: none"> • Work ($W = Fd$) <ul style="list-style-type: none"> ◦ Parallel: (+) Work ◦ Antiparallel: (-) Work • Work = Change in Energy • PEG, PEs, 2 kinds of KE <ul style="list-style-type: none"> ◦ PEG = mgh ◦ PEs = $1/2 kx^2$ ◦ KE = $1/2 mv^2$ ◦ KEr = $1/2 I\omega^2$ • Mechanical Energy: the sum of a system's kinetic and potential energy • Power ($P = W/t$) or ($P = Fv$) • Conservation of Energy • Bar Charts, Graphs & Diagrams
<p>Momentum Unit 5 ↓</p>	<p>Simple Harmonic Motion Unit 6 ↓</p>	<p>Torque & Rotational Motion Unit 7 ↓</p>	<p>Other Key Concepts</p>
<ul style="list-style-type: none"> • Momentum ($p=mv$) • The direction of momentum is the same as the direction of motion • Impulse ($J = Ft$) • F vs t graphs (Impulse = Area) • Conservation of Momentum • Center of Mass • Combo with Energy, Rotational, Forces • Collisions (Inelastic vs. Elastic) <ul style="list-style-type: none"> ◦ Elastic -> Kinetic Energy and Momentum are conserved ◦ Inelastic -> Momentum is conserved ◦ The velocity of the center of mass in a closed system is constant 	<ul style="list-style-type: none"> • Spring & Pendulum • Energy relationships • F, a, v, x ← Diagrams & Graphs • Combo with Forces, UCM, Energy, Rotational • Hooke's Law ($F = kx$) • Period Equations • What affects the period of a pendulum? <ul style="list-style-type: none"> ◦ $T = 2\pi \frac{\sqrt{L}}{\sqrt{g}}$ ◦ L is the length of a pendulum ◦ g is the gravitational field • What affects the period of a mass on a spring? <ul style="list-style-type: none"> ◦ $T = 2\pi \frac{\sqrt{m}}{\sqrt{k}}$ ◦ m is the mass attached to the spring ◦ k is the spring constant 	<ul style="list-style-type: none"> • Rotational Kinematics (θ, ω, α) <ul style="list-style-type: none"> ◦ Same as Unit 1 Big 4, but with new symbols ◦ Remember $x = \theta R$, $v = \omega R$, $a = \alpha R$ • Torque & Moment of Inertia ($\Sigma \tau = I\alpha$) • Torque: a force applied to a point on an object about the axis of rotation (not the center of mass) • Net Torque causes angular acceleration • Rotational KE and Conservation of Energy • Angular Momentum & Conservation of Momentum • Angular "impulse" 	<ul style="list-style-type: none"> • Does this equation model the correct observations? <ul style="list-style-type: none"> ◦ Are the variables showing a direct or indirect relationship? • Did the math lead to an answer with the correct units? • Writing Prompt Tips <ul style="list-style-type: none"> ◦ Cite info from the problem ◦ Bring in Basic Physics/Basic Equations ◦ Describe how the info works with the Physics ◦ Answer the question with a claim