



## Unit 1

### Kinematics

- Vector vs. Scalar: Vectors include **directions**
- Displacement vs. Distance
- Velocity vs. Speed: Velocity is a vector. ALWAYS include direction for velocity.
- Acceleration (also a vector)
- Linearization
- **Big Four Equations**
  - $V_x = V_{x0} + at$
  - $\Delta x = V_{0x}t + \frac{1}{2}at^2$
  - $V_x^2 = V_{0x}^2 + 2a(\Delta x)$
  - $\Delta x = \frac{1}{2}t(V_{x0} + V_x)$
- Projectile Motion
- Position-Time Graphs
- Velocity-Time Graphs (slope of position graph)
- Acceleration-Time Graphs (slope of velocity graph)
- Acceleration due to Gravity ( $g = 9.8 \text{ m/s}^2$ )

## Unit 2

### Dynamics

- Equilibrium: net force is **equal to 0**
- Newton's 1st Law
  - Law of Inertia
- Newton's 2nd Law
  - Force = mass x acceleration
- Newton's 3 ← Especially  $\Sigma F = ma$ 
  - Third Law Force Pairs (equal and opposite)
- **Friction  $F_f = F_n\mu$** 
  - Coefficient of friction ( $\mu$ )
- Ramps/Inclined Planes
  - Know how to create free body diagram with angles
- Force Body Diagrams
- Force and Net Force



## Unit 3

### Circular Motion & Gravitation

- Centripetal Force: **not** a force, just an expression for the net force
  - $F_c = mv^2/r$
- Centripetal Acceleration
  - $a_c = v^2/r$
- Universal Gravitation
- Uniform Circular Motion: **constant speed** (magnitude of velocity is constant)
- Combos with Forces, Energy, Simple Harmonic Motion, Rotation
- Inertial mass vs. Gravitational mass
  - How do you find each one experimentally?

## Unit 4

### Energy

- Work ( $W = Fd$ )
  - Parallel: (+) Work
  - Antiparallel: (-) Work
- Work = **Change** in Energy
- PEG, PEs, 2 kinds of KE
  - PEG =  $mgh$
  - PEs =  $(\frac{1}{2})kx^2$
  - KE =  $(\frac{1}{2})mv^2$
  - KER =  $(\frac{1}{2})I\omega^2$  (rotational motion)
- 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

## Unit 5

### Momentum

- Momentum ( $p = mv$ )
- The **direction** of momentum is the same as the direction of motion
- Impulse ( $J = Ft$ )
- F vs t graphs (impulse = area under curve)
- Conservation of Momentum
- Center of Mass
- Combo with Energy, Rotational, Forces
- Collisions (Inelastic vs. Elastic)
  - **Elastic** → Kinetic Energy and Momentum are conserved
  - **Inelastic** → Momentum is conserved
- The velocity of the center of mass in a closed system is constant



## Unit 6

### Simple Harmonic Motion

- 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**?
  - $T = 2\pi(\sqrt{L/g})$
  - L is the length of a pendulum
  - g is the gravitational field
- What affects the period of a mass on a **spring**?
  - $T = 2\pi(\sqrt{m/k})$
  - m is the mass attached to the spring
  - k is the spring constant → a higher spring constant is indicative of a stiffer spring



## Unit 7

### Torque & Rotational Motion

- Rotational Kinematics ( $\theta, \omega, \alpha$ )
  - **Same** as Unit 1 Big 4 equations, 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**"

## 100 FRQ Tips

### FRQ Breakdown:

- Experimental Design: Tests ability to design and analyze lab data.
- Quantitative & Qualitative Translation: Tests ability to translate between quantitative and qualitative reasoning.
- Paragraph Argument: Tests ability to make a coherent argument in a physics phenomenon.
- Short-Answer (2): Tests skills not highlighted in other questions.

### Solving Tips:

- Does this equation model the correct observations?
- Are the variables showing a direct or indirect relationship?
- Cite info from the problem
- Bring in Basic Physics
- Describe how the info works with the Physics
- Answer the question with a claim