

Formulas: Be able to apply any of these formulas. **You will not need the drag formula.**

$$\begin{aligned} \bar{v} &= \frac{\Delta x}{\Delta t} & \bar{v} &= \frac{v_0 + v}{2} & \bar{a} &= \frac{\Delta v}{\Delta t} \\ v &= v_0 + at & \Delta &= \text{Final} - \text{Initial} \\ \Delta x &= v_0 t + \frac{1}{2} at^2 & v^2 &= v_0^2 + 2a \Delta x \\ \text{speed} &= \frac{\text{Distance}}{\text{time}} & \text{range} &= \frac{v_0^2 \sin(2\theta)}{g} \\ \Sigma F &= ma & w &= mg & F_{fr} &= \mu F_N \end{aligned}$$

Part 1: Multiple Choice and Short Answer

Basic Vocabulary, Symbols, Definitions:

- Identify vectors or scalars.
- Definitions of basic kinematics terms
- Describe the 5 basic types of forces
- Interpret symbols/notation used in kinematics equations.
- Know the symbol for net force and be able to distinguish it from normal force.
- Know conversions from N to lbs, kg to lbs, feet to m, and m/s to mph.
- Weight
 - Know what it is.
 - Be able to explain situations where something seems to be weightless but isn't.
 - Be able to explain situations where something seems to have weight but is, in fact, weightless.
 - Know the value of g and how to use it in equations.

Types of motion and graphing:

- Be able to describe the motion of an object with any of the "9 types of motion" (+, -, or zero velocity and +, -, or zero acceleration.) Generally, describe direction and whether the object is speeding up or slowing down.
- Match graphs showing the same motion depicted with different quantities (position, velocity, or acceleration -- vs time).
- Given a scenario matching the behavior of an object to a timeline, create a graph of the object's acceleration vs. time.
- For any stage in a water rocket's flight, sketch graphs of position, velocity, and acceleration – versus time.

Projectile Motion: On a diagram showing the path of a projectile where one of the projectile's velocity vectors is shown at one point, draw the vectors V , V_x , and V_y at multiple points along the path (including at least one at the apogee).

Part 2: Problems There are currently 10 problems, corresponding to the numbers below. #9 isn't actually a problem.

- 1) **Find velocity and speed** of an object in a situation where they are not the same.
- **1-D kinematics “find everything” problems**
 - 2) A problem in the x dimension
 - 3) A “free-fall” problem in the y dimension
- **Projectile Motion Problems:**
 - 4) Find “everything” in an asymmetric projectile problem.
 - 5) In a symmetric projectile problem where something is launched horizontally, find Δt and one of these variables when the other two are provided: $v_0, \Delta y, \Delta x$
- **1-D Force Problems:**
 - Based on information provided – and on your calculations, draw (or complete) a diagram showing all of the individual forces and net force acting on an object. [You will need to utilize the two different ways of finding net force.] There will be two of these...
 - 6) A scenario involving either an object hanging from a rope or an object on an elevator floor, accelerating upward or downward.
 - 7) A water rocket in some stage of flight.
- 8) **Problem with 1-D Forces AND Kinematics.** Either use kinematics to find acceleration and acceleration to find force – or – use forces to find acceleration and acceleration to find some other motion quantity. This problem may happen in the x or y dimension, and it may include any combination of the 5 types of force.
- 9) **3rd Law Pairs:** This one isn't really a problem – identify the 3rd law “reaction” forces for all of the forces acting on the object in the previous problem
- 10) **2-D forces problem** – similar to one of two problems from the Unit 3 test -- either problem 1 (box sliding down incline) or problem 2 (box dragged by a rope at an angle)