



Newtonian Mechanics

A. Kinematics (Ch 2 & 3)

Motion in One Dimension:

Students should understand the general relationships among position, velocity, and acceleration for the motion of a particle along a straight line so that:

- ◆ Given a graph of one of the kinematic quantities, position, velocity, or acceleration, as a function of time, they can recognize in what time intervals the other two are positive, negative, or zero, and can identify or sketch a graph of each as a function of time. (2.1 - 2.4)

Students should understand the special case of motion with constant acceleration so they can:

- ◆ Write down expressions for velocity and position as functions of time, and identify or sketch graphs of these quantities. (2.6 - 2.7)
- ◆ Use the equations $v = v_0 + a \cdot t$, $x = x_0 + v_0 \cdot t + \frac{1}{2} a \cdot t^2$, and $v^2 = v_0^2 + 2 \cdot a \cdot (x - x_0)$ to solve problems involving one-dimensional motion with constant acceleration. (2.6 - 2.7)

Motion in Two Dimensions:

Students should be able to add, subtract, and resolve displacement and velocity vectors so they can:

- ◆ Determine components of a vector along two specified, mutually perpendicular axes. (3.1 - 3.3)
- ◆ Determine the net displacement of a particle or the location of a particle relative to another. (3.1 - 3.3)
- ◆ Determine the change in velocity of a particle or the velocity of one particle relative to another. (3.1 - 3.3)

Students should understand the motion of projectiles in a uniform gravitational field so they can:

- ◆ Write expressions for the horizontal and vertical components of velocity and position as functions of time, and sketch or identify graphs of these components. (3.4 - 3.5)
- ◆ Use these expressions in analyzing the motion of a projectile that is projected above level ground with a specified initial velocity. (3.4 - 3.5)

Equations - Kinematics (Ch 2 & 3):

$$v = v_0 + a \cdot t$$

$$x = x_0 + v_0 \cdot t + \frac{1}{2} a \cdot t^2$$

$$v^2 = v_0^2 + 2 \cdot a \cdot (x - x_0)$$