| KS4 Physics: Velocity   | Keywords/ Definiti  | Satellite in<br>geostationary<br>orbit   |  |
|---|---|--|--|
| Numeracy  | Keyword   | Meaning  |  |
| Equations<br>A car travels 500 m in 50 s, then 1,500<br>m in 75 s. Calculate its average speed<br>for the whole journey?<br>First calculate total distance travelled<br>(s), then calculate total time taken, (t):<br>500 + 1,500 = 2,000 m<br>50 + 75 = 125 s<br>Then rearrange to find<br>$s = v x t \rightarrow v = s \div t \rightarrow v = 2,000 \div 125$<br>$\rightarrow 16m/s$  | Scalar  | A physical quantity that has magnitude (size) only. Eg energy, temperature, mass, distance.  |  |
|   | Vector  | A physical quantity that has both magnitude (size) and direction. Eg<br>force, velocity, displacement, acceleration                  |  |
|   | Terminal Velocity   | The maximum speed of an object, reached when the forces moving the object are balanced by its frictional forces.                     | / Access   |
|   | Tangent   | A straight line that just touches a point on a curve. A tangent to a circle is perpendicular to the radius which meets the tangent.  |  |
|   | Initial Velocity  | The speed, in a particular direction, of a body before it accelerates  | C Hegetive Decreating<br>D (v = 0) Zero Stationary (of reat) |
| A car takes 8.0 s to accelerate from rest<br>to 28 m/s. Calculate the average<br>acceleration of the car?<br>change in velocity, = $(28 - 0) = 28$ m/s<br>$a = \Delta v \div t \rightarrow a = 28 \div 8 \rightarrow a = 3.5$ m/s <sup>2</sup>  | Final Velocity  | The speed, in a particular direction, of a body after it accelerates (after it changes speed or direction).                          | 9<br>8-<br>(\$)EL 6-   |
|   | Acceleration  | The rate of change in speed (or velocity) is measured in metres per second squared. Acceleration = change of velocity ÷ time taken.  | A A  |
|   | Centripetal force   | Force, needed for circular motion, which acts towards the centre of a circle.  |  |
| <ul> <li>Key Facts</li> <li>In a s-t graph, the gradient of the line<br/>is equal to the speed of the object.<br/>The greater the gradient (steeper the<br/>line) the faster the object is moving.</li> <li>The speed of an object can be<br/>calculated from the gradient of a<br/>distance-time graph.</li> <li>The weight of an object does not<br/>change as it falls.</li> <li>A skydiver does not go upwards</li> </ul> | (U) approved by the section of the section of graph Grad Increasing | (u) of protections for the diagram shows, after drawing the tangent, work out the change in distance (A) and the change in time (B). |  |
| when the parachute opens even   | A Increasing<br>B Constant  | Constant Gradient =vertical change (A) 0 1 2   | 3 4 5 6 7  |

A skydiver does not go upwards when the parachute opens, even though this can appear to happen

Time (s)









Acceleratio

Steady speed

Stationary





|   | Section of graph | Gradient   | Speed                |
|---|------------------|------------|----------------------|
| Α |                  | Increasing | Increasing           |
| в |                  | Constant   | Constant             |
| С |                  | Decreasing | Decreasing           |
| D |                  | Zero       | Stationary (at rest) |

 $Gradient = rac{vertical change (A)}{horizontal change (B)}$