# Grade 12 Physics SPH4U

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October 10, 2025

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## Chapter 2

## Unit 1B

## 2.1 Fictitious Forces and Apparent Weight

#### 2.1.1 Fictitious Forces

Fictitious forces are also called apparent forces or perceived forces

**Explanation:** When the object is viewed from a non-intertial F.O.R, we created fictitious force to explain the motion and behavior

The fictitious forces will always act in the direction opposite to the direction of acceleration of the frame of reference.

The magnitude of each fictitious force can be calculated by:

$$F_{fict} = m | \vec{a_{F.O.R}} |$$

Perceived acceleration could be represented by  $\vec{a_{per}}$ 

Note: The object's actual acceleration would be measured relative to an inertia FOR

## 2.1.2 Apparent Weight

Technically, this would be the sum of the normal force and the force of friction that a surface exerts on an object.

#### 2.1.3 Some of the formulas

$$\sum \vec{F} = \vec{ma_{per}}$$

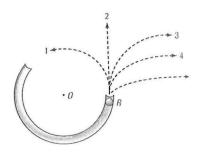
#### 2.2 Lecture 2.5

#### 2.2.1 Uniform Circular Motion

**Direction**: The velocity of an object at any point along a circle has a direction that is tangential to the circle

Question: If an object is attached to a string, swung in a circular motion and then the string is released, which of the five paths shown here will the object take?

ANS: Path 2



## 2.2.2 Centripetal acceleration

From the Newton second law, we understand that An object will accelerate in the same direction as the net force.

If the centripetal force is directed toward the centre of the circle, then what direction is the acceleration in? ANS: Toward the circle

In other words, the acceleration will always perpendicular to the velocity of the object.

#### 2.2.3 Formulas

Formula 1:

$$\vec{a_c} = \frac{4\pi^2 R}{T^2}$$
 
$$\vec{a_c} = 4\pi^2 R f^2$$
 
$$\vec{a_c} = \frac{V^2}{R}$$

 $\vec{a_c}$  is the acceleration of the object in  $\frac{m}{s^2}$ 

R is the radius of the circular path that the object is moving around (in m)

T is the period of the object's motion

v is the speed of the object in (m/s)

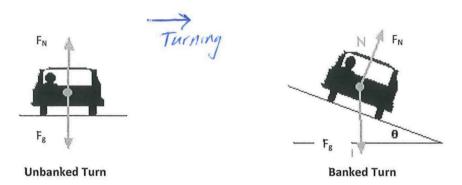
For clockwise:

direction of acceleration = direction of velocity + 90 degree

else:

direction of acceleration = direction of velocity - 90 degree

### 2.3 Motion of a car on Banked Turn



#### **2.3.1** Forces

For unbanked Turn, Static friction contribute to the centripetal force For Banked Turn, both static friction and normal force contribute to the centripetal force

#### 2.3.2 Critical Speed

**Definition 2.3.1.** Critical speed the minimum speed needed at which a vehicle can travel around a curve, baked road without relying on static friction

The formula for critical speed is defined as:

$$v = \sqrt{R * tan\theta * g}$$

$$v = \text{Critical Speed}$$

$$R = \text{The radius of the banked turn}$$

$$g = \text{The acceleration by Gravity}$$

Above the critical speed, the car wants to go up. At this case, friction must act down the bank to prevent sliding outward

Below the critical speed, the car wants to go down. At this case, friction must act up the bank to prevent sliding inward

## 2.4 Universal Gravitation, Gravitational field

## 2.4.1 Force of Gravity

The formula for the **Force of Gravity** acting between two objects is:

$$Fg = \frac{G * m_1 * m_2}{R^2}$$

Fg =the magnitude of the force of gravity that  $m_1$  exerts on  $m_2$  and  $m_2$  exerts on  $m_1$ G =Universal Gravitational Constant

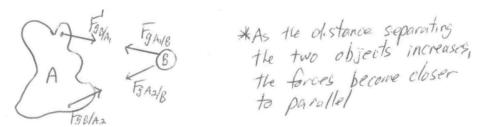
 $m_1$  = the mass of one of the objects (in kg)

 $m_2$  = the mass of the other object (in kg)

R is the distance separating the objects' center of mass in (m)

Remainder: Altitude refers to the distance between the Earth's surface and the object!

In reality, every particle in A exerts a force of gravity on every particle in B. If the objects (A and B) are relatively close together and large (relative to their separation distance) then these forces are not parallel.



The formula works best for two objects who separation distance is very large relative to their sizes, or when both object are perfect sphere

The formula works well for a very, very large sphere (whose mass is uniformly distributed through out) and a relatively small object on its surface

You can not use this formula when one object is inside of another object!

#### 2.4.2 Gravational Fields

**Definition 2.4.1.** A force field is a region surrounding an object in which the object is capable of exerting a force on another object

A Gravational field is a region surrounding an object in which the object is capable of exerting a force of gravity on another object.

#### 2.4.3Differences between strength of gravity and acceleration

Acceleration due to gravity:

Units:  $\frac{m}{\epsilon^2}$ 

What does it imply?: When an object is in free fall, it will accelerate at that rate When is it true: Only when Fg is the only force on the object

Gravitational field strength:

Units:  $\frac{N}{kg}$  What does it imply?: When an object is in free fall, it will accelerate at that rate When is it true: Gravity is exertings a force of  $|\vec{q}|$  Newtons for each Kg of mass

Specific types of field strengths are additive. The net gravitational field strength at a location is the sum of all the individual strengths of gravitational fields at that location OR  $\sum \vec{g} = \vec{g_1} + \vec{g_2}$ 

When you need to calculate magnitude of Gravational field from that object M exerts on m:

$$Fg_{M/m} = \frac{GMm}{R^2} \tag{2.1}$$

$$Fg_{M/m} = mg (2.2)$$

Add 2.1 and 2.2

$$g = \frac{GM}{R^2} \tag{2.3}$$

g is the magnitude of the grav field strength of M, at a specific location (in N/kg) R is the distance that the location is from M's centre of mass(in m) G is the universal gravitational constant  $(G = 6.67 * 10^{-11} \frac{Nm^2}{Kq^2})$ 

#### 2.5 Satellites

A satellite is an object that orbits around another object

There are **natural** satellites and **artifical** object

- The moon is a **natural** satellite of the Earth
- The international space station (ISS) is an **artifical** object

#### 2.5.1 Netwon's Cannon

His idea was: if a cannon is placed on the top of a very tall mountain, and if you could ignore air resistance. The cannon shoots a cannonball horizontal

At the idea speed: the distance the cannonball has fall **equals** the distance that the Earth has **turned away** 

If  $v < v_{idea}$ , the distance between the ball and Earth's surface will **decrease** 

If  $v > v_{idea}$ , the distance between the ball and Earth's surface will **increase** 

The cannon must has a constant speed and travel in the perfect circular path

## 2.5.2 Geosynchronous

They have the same orbital period as the **rotational speed** of the object they are on the ground

The period is around 24 hrs

There is a special type of geosynchronous is called **Geostationary** 

- "Hang above" a location on Earth's **Equator**
- They orbit in the same **direction** that the Earth rotates

#### 2.5.3 Formulas related to satellite

$$v = \sqrt{\frac{GM}{R}} \tag{2.4}$$

$$T = \sqrt{\frac{4\pi^2 R^3}{GM}} \tag{2.5}$$

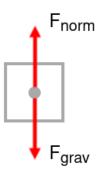
v is the velocity of the satellite T is the period of the satellite

Next section is the last section of this unit!

## 2.6 Rotating Frame of Reference

#### 2.6.1 Little problem

When a person is standing (on Earth) there are two forces acting on them:



The normal force acting on the person is pushing force, thus a force of **compresion**. An object that has a compression force must be able to **withstand this force** or it will collapse. (See 2.6.1)

In the caes of a person, their muscles and their bones must be able to withstand this force, thus you muskule-skeletal system develops to withstand this force

Figure 2.1: Normal force and Gravity

When a person is in orbit around a planet, there is only the force of gravity acting on them! They are in **constant state of free fall**