KINEMATICS

The basics are speed, time, and distance.

formula

distance (s)

time (t)

avg total distance speed total time



?

symbols:

- speed = v
- time = t
- distance = s

units (speed):

- m/s
- km/h



SCALAR*VECTOR

distance

- total distance traveled
- doesn't needNEWS

displacement

- distance from start to end
- needs NEWS

P.S. NEWS is north, east, west, south.

scalar

• distance

Displacement

 doesn't have directions (length, area, volume, speed, density, etc)

vector

- displacement
- has direction
 (displacement, velocity, acceleration, etc)



JERWIUON,

acceleration deceleration

units:

becomes speed faster.

speed becomes slower.

- speed -> m/s
- acceleration -> m/s/s -> m/s²

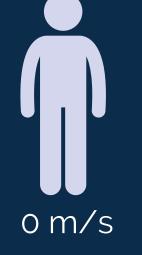
formula

 $V_F = t \times a + V_i$

symbol:

- acceleration = a
- V_F = final speed
- v_i = initial speed











15 m/s

speed (v)

