

A Level Mathematics - Mechanics

Xingzhi Lu (2129570@concordcollege.org.uk)

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1 Vectors

1.1 Calculations

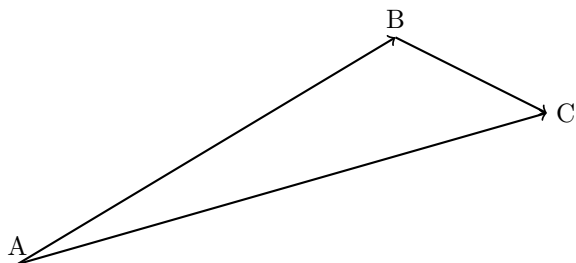
- $\vec{a} = \vec{a}_x + \vec{a}_y$
- $|\vec{a}_x| = |\vec{a}| \cos \theta$
- $|\vec{a}_y| = |\vec{a}| \sin \theta$
- $\tan \theta = \frac{|\vec{a}_y|}{|\vec{a}_x|}$
- $|\vec{a}|^2 = |\vec{a}_x|^2 + |\vec{a}_y|^2$
- $\vec{a} \cdot \vec{b} = |\vec{a}||\vec{b}| \cos \theta = x_1x_2 + y_1y_2$

If $a \perp b$: $\vec{a} \cdot \vec{b} = 0$

- $\cos \theta = \frac{\vec{a} \cdot \vec{b}}{|\vec{a}||\vec{b}|}$

- Unit vector (magnitude = 1) = $\frac{\vec{a}}{|\vec{a}|}$

1.2 Find the resultant of two vectors



$$\vec{AC} = \vec{AB} + \vec{BC}$$

$|\vec{AC}|$ can be found by sine or cosine rule

2 Forces and motion

2.1 Types of motion

2.1.1 Constant speed motion

Calculations:

- v is constant, $a = 0$
- $d = vt$

Motion graphs:

2.1.2 Uniform acceleration motion

Calculations:

- $d = v_i t + \frac{1}{2}at^2$
- $v_f = v_i + at$
- $v_f^2 = v_i^2 + 2as$
- $d = \bar{v}t$
- $\bar{v} = \frac{v_i + v_f}{2}$

Motion graphs:

2.1.3 Free fall

Air resistance is ignored, so $a = g$

Calculations:

- $v_i = 0$
- $v_f = gt$
- $h = \frac{1}{2}gt^2$

2.1.4 Vertically upward

Calculations:

- $v = u - gt$

Rising and falling at the same height: speed same, opposite direction

2.1.5 Projectile

Calculations:

- $y = \tan \theta x - \frac{g}{2u^2}(1 + \tan^2 \theta)x^2$
- range = $\frac{u^2 \sin 2\theta}{g}$
- greatest height: $\frac{u^2 \sin^2 \theta}{2g}$
- Time to flight (back to x-axis) = $\frac{2u \sin \theta}{g}$
- Time to greatest height: $\frac{u \sin \theta}{g}$

2.2 Types of forces

3 Momentum

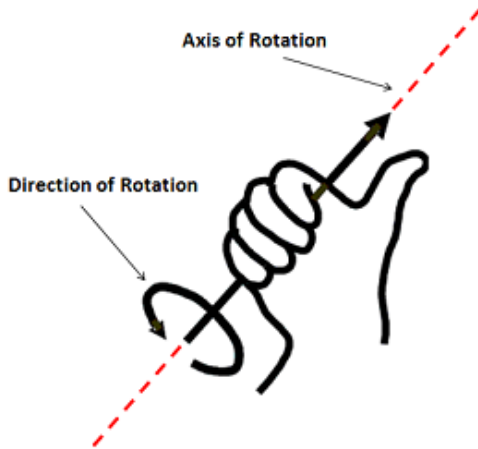
4 Moments

4.1 Definition

Turning effect of the force on a rigid body.

Clockwise moment of F about P: $|F| \times d = \vec{F} \times \vec{d} = |F||d| \sin \theta$

4.2 Right hand rule



$\vec{a} \times \vec{b}$ = from \vec{a} to \vec{b}
 $\vec{b} \times \vec{a}$ = from \vec{b} to \vec{a}

5 Common questions

5.1 Projectile

5.1.1 Asking for improvements