

<u>Gameboard</u>

Maths

Vectors: Diagrams and Proof 2ii

Vectors: Diagrams and Proof 2ii



Part A Resultant vector

Find the resultant of the vectors $4\underline{i} - \underline{j}$ and $-2\underline{i} + 5\underline{j}$.

The following symbols may be useful: i, j

Part B \vec{MN}

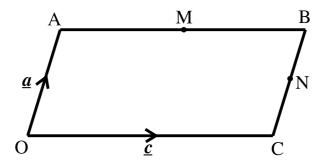


Figure 1: A parallelogram OABC.

In Figure 1, OABC is a parallelogram. M is the midpoint of \vec{AB} . N is the midpoint of \vec{BC} . $\vec{OA} = \underline{a}$ and $\vec{OC} = \underline{c}$.

Find \vec{MN} in terms of \underline{a} and \underline{c} .

The following symbols may be useful: a, c

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Part A $2\underline{s} - \underline{t}$

Given that $\underline{\bm{s}}=3\underline{\bm{i}}+4\underline{\bm{j}}$ and $\underline{\bm{t}}=6\underline{\bm{i}}-\underline{\bm{j}}$, find $2\underline{\bm{s}}-\underline{\bm{t}}$.

The following symbols may be useful: i, j

Part B In terms of p



Figure 1: Three points P, X and Q.

Figure 1 shows three points P, X and Q such that $\vec{XQ} = 3\vec{PX}$.

Given that $\vec{PX} = \underline{m{p}}$, find \vec{XQ} in terms of $\underline{m{p}}$

The following symbols may be useful: p

Given that $\vec{PX} = m{p}$, find \vec{QP} in terms of $m{p}$

The following symbols may be useful: p

Part C Proving AMCN is a parallelogram

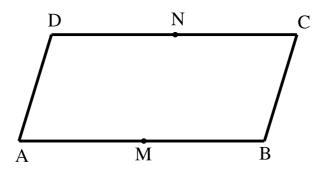


Figure 2: ABCD is a parallelogram

In **Figure 2** ABCD is a parallelogram. M and N are the mid-points of AB and DC. $\vec{AB} = \underline{a}$ and $\vec{AD} = \underline{b}$. Use a vector method to prove that AMCN is also a parallelogram.

Choose four items from the left and put them into order on the right to create a proof.

Available items

- 1. A parallelogram has two pairs of sides which are parallel and of equal length.
- 1. A parallelogram has two pairs of sides which are parallel. All sides of a parallelogram are the same length.
- 2. $\vec{AM} = \vec{NC} = \frac{1}{2} \underline{a}$. Therefore \vec{AM} is parallel to \vec{NC} and has the same length.
- 2. $\vec{MB} = \vec{NC} = \frac{1}{2}\underline{a}$. Therefore \vec{MB} is parallel to \vec{NC} and has the same length.
- 3. $\vec{AD} = \vec{BC} = \mathbf{b}$. Therefore \vec{AD} is parallel to \vec{BC} and has the same length.
- 3. $\vec{AN} = \vec{MC} = \frac{1}{2} \underline{a} + \underline{b}$. Therefore \vec{AN} is parallel to \vec{MC} and has the same length.
- 4. AMCN has two pairs of sides which are parallel and of equal length. Hence, AMCN is a parallelogram.
- 4. AMCN has four sides which are parallel and of equal length. Hence, AMCN is a parallelogram.

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Proofs & Vectors in 3D



Gameboard

Maths Vectors:

Vectors: Diagrams and Proof 2i

Vectors: Diagrams and Proof 2i



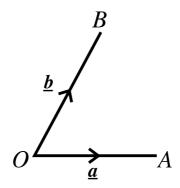


Figure 1: Points A and B and their position vectors with respect to the origin O.

In Figure 1, the points A and B have position vectors \underline{a} and \underline{b} with respect to the origin O.

Part A Sketch

Make a sketch of the diagram, and mark on the points C, D and E such that $\vec{OC}=2\underline{a}$, $\vec{OD}=2\underline{a}+\underline{b}$ and $\vec{OE}=\frac{1}{3}\vec{OD}$.

Which of the sketches below correctly shows this information?

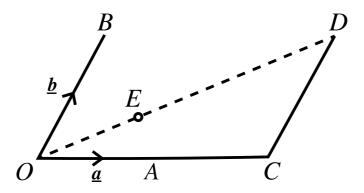


Figure 2: Option A

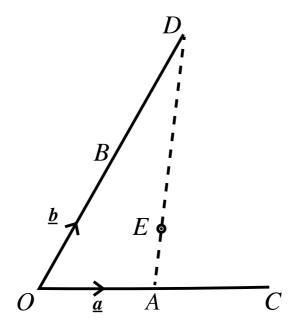
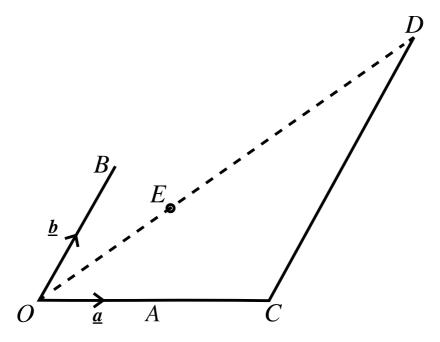


Figure 3: Option B



Fi	a	uro	1.	Option	
ГΙ	u	ure	4.	Oblidi	ıu

- Option A
- Option B
- Option C

Part B Position vector of E

Give the position vector of E with respect to A.

The following symbols may be useful: a, b

Part C Proof

Hence prove that E lies on the line joining A and B.

Choose three items from the choices on the left and put them into order on the right to create a proof.

Available items

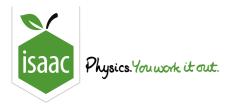
- 1. Point E lies on the line joining A and B if the vector \vec{OE} is a scalar multiple of the vector \vec{OB} , i.e. $\vec{OE} = k\vec{OB}$.
- 1. Point E lies on the line joining A and B if the vector \vec{AE} is a scalar multiple of the vector \vec{AB} , i.e. $\vec{AE} = k\vec{AB}$.
- 2. $\vec{AE} = \frac{1}{3}(\underline{b} \underline{a})$ and $\vec{AB} = \underline{b} \underline{a}$. Therefore, $\vec{AE} = \frac{1}{3}\vec{AB}$.
- 2. $\vec{AE} = \underline{\pmb{b}} \underline{\pmb{a}}$ and $\vec{AB} = \frac{1}{3}(\underline{\pmb{b}} \underline{\pmb{a}})$. Therefore, $\vec{AE} = 3\vec{AB}$.
- 3. \vec{OE} is a scalar multiple of \vec{OD} . Hence, E lies on the line joining O and D.
- 3. \vec{AE} is a scalar multiple of \vec{AB} . Hence, E lies on the line joining A and B.

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Proofs & Vectors in 3D



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Maths

3D Vectors 2ii

3D Vectors 2ii



The points A and B have position vectors \underline{a} and \underline{b} relative to an origin O, where $\underline{a}=4\underline{i}+3\underline{j}-2\underline{k}$ and $\underline{b}=-7\underline{i}+5\underline{j}+4\underline{k}$.

Part A Length AB

Find the length of \vec{AB} . Give your answer as an exact surd.

Part B Unit vector

Find the unit vector in the direction of $\begin{pmatrix} 2 \\ -3 \\ \sqrt{12} \end{pmatrix}$. Give your answer using ijk notation.

The following symbols may be useful: i, j, k

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Maths

3D Vectors 1ii

3D Vectors 1ii



ABCD is a parallelogram. The position vectors of A, B and C are given respectively by

$$\underline{\boldsymbol{a}} = 2\underline{\boldsymbol{i}} + \underline{\boldsymbol{j}} + 3\underline{\boldsymbol{k}}$$
 $\underline{\boldsymbol{b}} = 3\underline{\boldsymbol{i}} - 2\underline{\boldsymbol{j}}$ $\underline{\boldsymbol{c}} = \underline{\boldsymbol{i}} - \underline{\boldsymbol{j}} - 2\underline{\boldsymbol{k}}$

$$b = 3i - 2j$$

$$\underline{\boldsymbol{c}} = \underline{\boldsymbol{i}} - \boldsymbol{j} - 2\underline{\boldsymbol{k}}$$

Position of DPart A

Find the position vector of D. Give your answer using ijk notation.

The following symbols may be useful: i, j, k

Part B **Unit vector**

Find the unit vector in the direction \vec{OD} where O is the fixed origin. Give your answer using ijk notation.

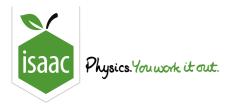
The following symbols may be useful: i, j, k

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Proofs & Vectors in 3D



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Maths

3D Vectors 2i

3D Vectors 2i



ABCD is a quadrilateral. You are given four pieces of information:

- Relative to a fixed origin O, the position vector of A is 2i + 5j + 8k.
- Relative to a fixed origin O, the position vector of B is $5\underline{\boldsymbol{i}}+9\boldsymbol{j}+8\underline{\boldsymbol{k}}$.
- ullet The vector $ec{BC}=egin{pmatrix} 0 \ 0 \ 5 \end{pmatrix}$.
- ullet The vector $ec{BD} = egin{pmatrix} -3 \ -4 \ 5 \end{pmatrix}$.

Part A Finding AB

Find the vector \vec{AB} . Give your answer in the form (x,y,z) with the commas and without the spaces.

Part B Finding CD

Find the vector \vec{CD} . Give your answer in the form (x,y,z) with the commas and without the spaces.

Find the vector \vec{AD} . Give your answer in the form (x,y,z) with the commas and without the spaces.

Part D Type of quadrilateral

The shape $ABCD$ lies in a plane. What type of quadrilateral is $ABCD$?						
A square						
○ A kite						
○ A rectangle						
An irregular quadrilateral						
A parallelogram						
○ A rhombus						
A trapezium						

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Proofs & Vectors in 3D



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Vectors in 3D



Given that $\underline{\bm{a}}=6\underline{\bm{i}}+(p-10)\underline{\bm{j}}+(3p-5)\underline{\bm{k}}$, and that $|\underline{\bm{a}}|=11$, find the possible values of p.

Part A Smaller value of p

Enter the smaller value of p:

Part B Larger value of p

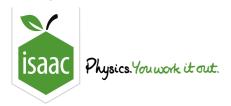
Enter the larger value of p:

Adapted for Isaac Physics from NST IA Biology preparation work

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Home Gameboard

Maths

Geometry

Vectors

Angles Between a 3D Vector and the Axes

Angles Between a 3D Vector and the Axes



		* * *
F	Find the angles between the vector ${m i}+2{m j}+3{m k}$ and the x,y and z coordinate axes.	
	Part A Angle with x axis	
	What is the angle in degrees between the vector and the \boldsymbol{x} axis? Give your answer to 3 s.f.	
	Part B Angle with y axis	
	What is the angle in degrees between the vector and the \boldsymbol{y} axis? Give your answer to 3 s.f.	
	Part C Angle with z axis	
	What is the angle in degrees between the vector and the z axis? Give your answer to 3 s.f.	

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Gameboard

Maths

Geometry

Vectors

Manipulating Vectors in 3D

Manipulating Vectors in 3D



Pre-Uni Maths for Science I1.10

A vector $\begin{pmatrix} u_x \\ u_y \\ u_z \end{pmatrix}$ has a length of 4 units. For the following three cases, find u_x , u_y and u_z and answer the questions.

Part A Case 1

The vector lies in the (x,y)-plane, makes an angle of 30° with the x-direction and u_y is positive.

What is u_x ? Give your answer to 3.s.f

Part B Case 2

The vector has $u_x = u_y = 2$ and u_z is negative.

What is u_z ? Give your answer to 3.s.f

Part C Case 3

The vector is such that $u_z = 1$, $u_y = 2u_x$ and u_y is positive.

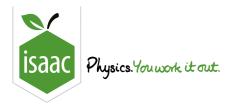
What is u_y ? Give your answer to 3.s.f

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Maths

3D Vectors 3ii

3D Vectors 3ii



Two points A and B have position vectors $3\underline{\pmb{i}}-\underline{\pmb{j}}+2\underline{\pmb{k}}$ and $2\underline{\pmb{j}}+3\underline{\pmb{k}}$ respectively.

Part A Vector AB

Find the vector \vec{AB} . Give your answer using ijk notation.

The following symbols may be useful: i, j, k

Hence find the length of \vec{AB} . Give your answer as an exact surd.

Part B Intersection

Show that the line through A and B does not intersect the line through the origin parallel to the vector i.

One way to prove this is to use proof by contradiction. Fill in the blanks to complete the proof below.

Opening statement:

The line through the origin parallel to the vector i is the x-axis. On the x-axis, y=z= line through A and B intersects the x-axis, then there is a value of λ such that

$$ec{OA} + \lambda ec{AB} = egin{pmatrix} \mu \ 0 \ 0 \end{pmatrix}$$

where μ is the value of x where the line intersects the x-axis.

Calculations:

Putting in expressions for \vec{OA} and \vec{AB} ,

$$egin{pmatrix} 3 \ -1 \ 2 \end{pmatrix} + \lambda egin{pmatrix} = \begin{pmatrix} \mu \ 0 \ 0 \end{pmatrix}$$

This gives three equations, one for each of the x, y and z components:

$$3-3\lambda=\mu$$
, $-1+3\lambda=0$ and $2+\lambda=0$

The second of these equations re-arranges to $\lambda =$ ______, but the third equation rearranges to $\lambda =$ ______. Hence, these equations are inconsistent and we have reached a contradiction.

Conclusion:

There is no point on the line through A and B for which y and z are both zero, so this line does not intersect the x-axis, and hence this line does not intersect the line through the origin parallel to the vector i.

Items:

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