

# Year 11 Physics 5: Forces and Motion Knowledge Organiser

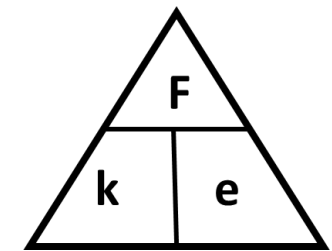
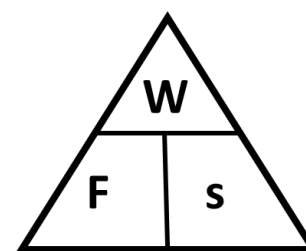
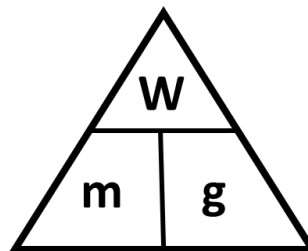
| 1. Forces keywords  |  |
|---------------------|--|
| Force               | Something that makes a change happen   |
| Magnitude           | The value of a force in newtons  |
| Scalar              | Things that have magnitude but not direct                                    |
| Vector              | Things that have a magnitude and a direction. Forces are always vectors      |
| Contact force       | Can only act when two things touch   |
| Non-contact force   | Can act on things not touching   |
| Balanced (forces)   | When forces are equal and opposite each other also called <b>equilibrium</b> |
| Unbalanced (forces) | When opposing forces are not equal to each other                             |
| Resultant (force)   | The overall force once all the forces are considered                         |
| Force arrows        | Show direction and size of a force   |
| Newton              | Unit force is measured in  |
| Newtonmeter         | A spring calibrated so it has a scale to measure force                       |
| Centre of mass      | A point in the middle of an object where all its mass acts                   |
| Elastic             | A material that returns to its original shape after being deformed           |
| Plastic             | A material that does NOT return to its original shape after being deformed   |

| 2. Types of force |                                 |                        |                          |
|-------------------|---------------------------------|------------------------|--------------------------|
| Force             | Between                         | Contact or non-contact | Example                  |
| Friction          | Two moving surfaces             | Contact                | Brakes                   |
| Upthrust          | An object and water             | Contact                | Boat                     |
| Reaction          | Two stationary objects          | Contact                | Book on shelf            |
| Air resistance    | A moving object and air         | Contact                | Plane                    |
| Gravity           | Two masses                      | Non-contact            | You and the earth        |
| Tension           | Two ends of an elastic material | Contact                | Spring                   |
| Magnetic          | Magnets and magnetic materials  | Non-contact            | Magnet picking up a nail |

| 3. Calculating weight          |                              |
|--------------------------------|------------------------------|
| Symbol                         | Name                         |
| W                              | Weight (N)                   |
| m                              | Mass (Kg)                    |
| g                              | Gravitational field strength |
| On earth $g = 10 \text{ N/kg}$ |                              |

| 4. Calculating work                              |              |
|--|--------------|
| Symbol   | Name         |
| W  | Work (J)     |
| F  | Force (N)    |
| s  | Distance (m) |
| $W = F \times s$<br>Work done = Force x Distance |              |

| 5. Hooke's law  |                       |
|---|-----------------------|
| Sym-<br>bol   | Name                  |
| F   | Force (N)             |
| k   | Spring constant (N/m) |
| e   | Extension (m)         |
| $F = k \times e$<br>Force = Spring constant x Extension |                       |



## 6. Energy stored in a spring

| Symbol | Name                                |
|--------|-------------------------------------|
| Ep     | Elastic potential energy stored (J) |
| 1/2    | Half (0.5)                          |
| k      | Spring constant (N/m)               |
| e      | Extension (m)                       |

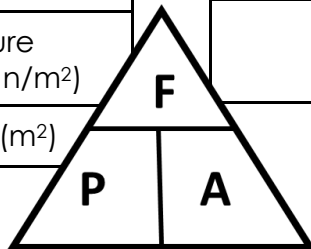
$$E_p = \frac{1}{2} k e^2$$

To calculate extension:

1. Measure the original length of the object
2. Measure the stretched length of the object
3. Extension = stretched length -

## 8. Calculating pressure

| Symbol | Name                              |
|--------|-----------------------------------|
| F      | Force (N)                         |
| p      | Pressure (Pa = N/m <sup>2</sup> ) |
| A      | Area (m <sup>2</sup> )            |



$$p = h \rho g$$

## 7. Moments

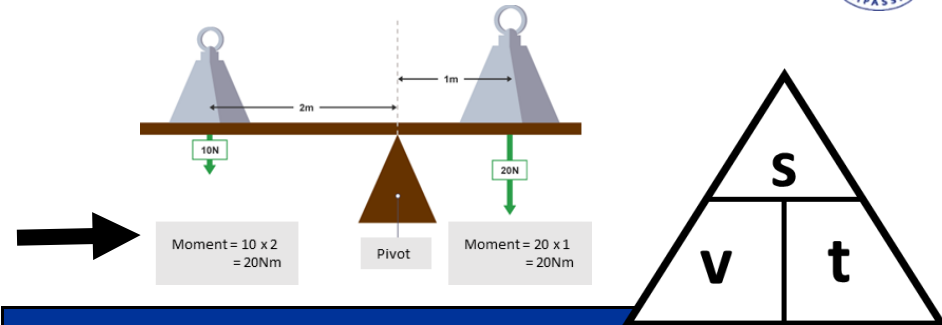
1. To calculate a moment you need to know:  
How much force is being applied (Newtons, N)

The distance from the pivot that the force is being applied (Meters, m)

$$\text{Moment} = \text{force} \times \text{distance}$$

2. The unit for moment is newton metre (Nm)

3. A small force over a large distance can generate the same moment as a large force over a small distance.



## 10. Calculating speed

| Symbol | Name                 |
|--------|----------------------|
| S      | Distance (m)         |
| v      | Speed/Velocity (m/s) |
| t      | Time (s)             |

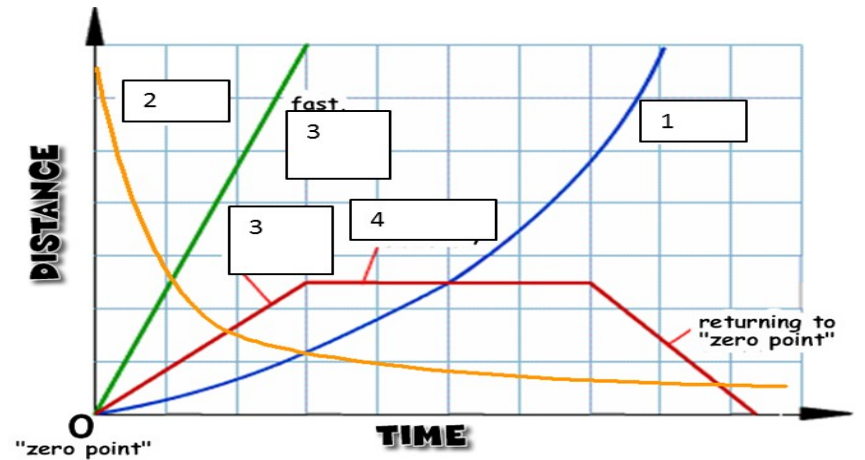
## 11. Keywords

|                   |   |
|-------------------|---|
| Speed             | Distance ÷ time. Scalar quantity  |
| Velocity          | Distance (in a certain direction) ÷ time. Vector quantity                         |
| Distance          | How far and object moves. Scalar quantity   |
| Displacement      | The straight line distance from the start point to the end point. Vector quantity |
| Terminal velocity | The maximum speed reached when the forces are balanced                            |

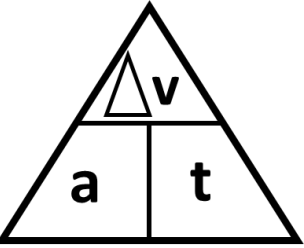
## 12. Typical speeds

|         |         |
|---------|---------|
| Walking | 1.5 m/s |
| Running | 3 m/s   |
| Cycling | 6 m/s   |
| Sound   | 330 m/s |

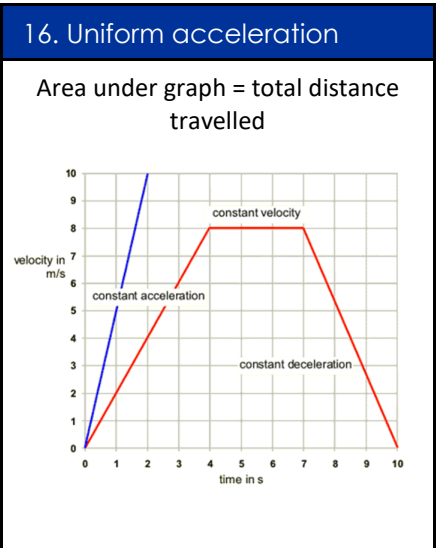
| 13. D/T graph keywords |                                    |                                 |
|------------------------|------------------------------------|---------------------------------|
| Keyword                | Meaning                            | Position on distance time graph |
| Accelerate             | Speeding up                        | 1                               |
| Decelerate             | Slowing down                       | 2                               |
| Constant speed         | Staying the same speed             | 3                               |
| Stationary             | Not moving                         | 4                               |
| Speed                  | Distance covered in a certain time | The steepness of the line       |



| 14. Acceleration |                                  |
|------------------|----------------------------------|
| a                | Acceleration (m/s <sup>2</sup> ) |
| Δv               | Change in velocity (m/s)         |
| t                | Time (s)                         |

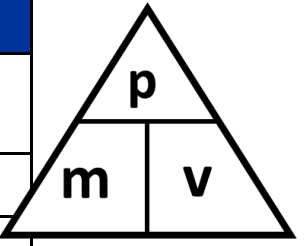


| 15. Uniform acceleration |                                  |
|--------------------------|----------------------------------|
| $v^2 - u^2 = 2as$        |                                  |
| v                        | Final velocity (m/s)             |
| u                        | Start velocity (m/s)             |
| a                        | Acceleration (m/s <sup>2</sup> ) |
| s                        | Distance (m)                     |



| 9. Forces and braking               |   |
|-------------------------------------|---|
| Stopping distance                   | The thinking distance + braking distance                              |
| Thinking distance                   | The distance travelled in the time it takes to react (typically 0.2s) |
| Factors affecting thinking distance | 1.Tiredness 2.Drugs 3.Alcohol 4.Distractions (phones)                 |
| Braking distance                    | The distance travelled under a braking force                          |
| Factors affecting braking distance  | 1.Road conditions (ice, water) 2.Tyre condition 3.Brake condition     |

| 10. Momentum (HT ONLY)   |  |
|--------------------------|--|
| p                        | Momentum (Kgm/s)                                     |
| m                        | Mass (Kg)  |
| v                        | Velocity (m/s)                                       |
| Conservation of momentum | The total momentum before = the total momentum after |



| 17. Newtons laws of motion |   |
|----------------------------|---|
| 1 <sup>st</sup>            | If the resultant force on an object is zero the object either remains stationary or at a constant speed |
| 2 <sup>nd</sup>            | Force = mass x acceleration   |
| 3 <sup>rd</sup>            | When two objects interact the forces are equal and opposite   |