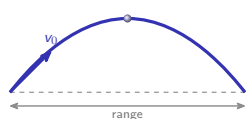


Kinematics

AP Physics 1 • Unit 1

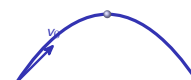
AP Physics 1



Kinematics

What we will cover

- 1 Scalars and vectors
- 2 Displacement, velocity, acceleration
- 3 Motion graphs and SUVAT
- 4 Reference frames
- 5 Projectile motion



1 Scalars and vectors

Kinematics

Scalars and vectors

Scalars and vectors

- a **scalar** 标量 has only a **magnitude** 大小 – time, mass, speed
- a **vector** 矢量 has magnitude **and direction** 方向 – displacement, velocity, force

In 1-D, pick a **positive direction** 正方向: a – sign is a **direction**, not "less than nothing".



Speedometers measure magnitude of velocity

2 Displacement, velocity, acceleration

Kinematics

Displacement, velocity, acceleration

From position to acceleration

Each quantity is the **rate of change** of the one before it:

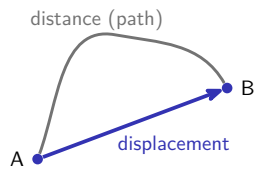


Each has a **scalar** partner – **distance**, **speed** – with size but no direction.

Distance vs displacement

- **distance** 距离 – the whole path travelled (a *scalar*)
- **displacement** 位移 $\Delta x = x_f - x_i$ – start to end, *with direction* (a *vector*)

One full lap of a track: distance is large, displacement is *zero*.



Velocity and acceleration, defined

Rates of change

$$v_{avg} = \frac{\Delta x}{\Delta t}, \quad a_{avg} = \frac{\Delta v}{\Delta t}$$

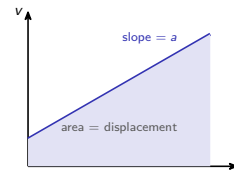
Instantaneous velocity 瞬时速度 = the slope of the tangent on an $x-t$ graph.

An object *slows down* whenever a points *opposite* to v .

- speeding up, slowing down, and turning are all accelerations
- **speed** 速率 is the magnitude of velocity – no direction

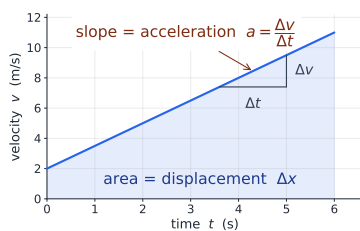
3 Motion graphs

Reading motion graphs



A high-speed train: kinematics describes displacement, velocity and acceleration over time

Reading motion graphs



- On a **position–time** graph, the **slope** is velocity (steeper = faster; a curve = changing velocity).
- On a **velocity–time** graph, the slope is acceleration, and the **area** under the line is displacement.

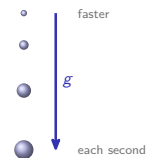
Constant acceleration and free fall

The kinematic equations

$$v = v_0 + at$$

$$x = x_0 + v_0 t + \frac{1}{2} at^2$$

Free fall 自由落体: gravity alone gives $a = g \approx 9.8 \text{ m/s}^2$ downward – the *same* for every mass.



4 Reference frames

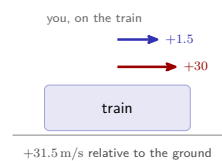
Kinematics
└ Reference frames

Reference frames and relative motion

A **reference frame** 参考系 is what you treat as fixed while measuring. Motion is **relative** 相对 to it.

Add velocities as vectors

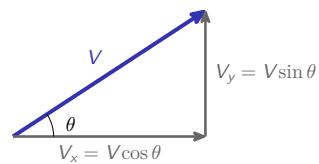
$$v_{A/C} = v_{A/B} + v_{B/C}$$



5 Projectiles

Kinematics
└ Projectiles

Resolving a vector into components



Break each vector into its **components** 分量 on the x - and y -axes.

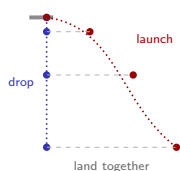
Back to magnitude and angle

$$V = \sqrt{V_x^2 + V_y^2}, \quad \theta = \tan^{-1} \frac{V_y}{V_x}$$

The x and y motions are **independent** – they share only the time t .

Kinematics
└ Projectiles

Projectile motion



A **projectile** 抛体 has gravity as its only force. Its **trajectory** 轨迹 is a parabola:

- **horizontal**: no force, v_x constant
- **vertical**: free fall at g

A dropped ball and a launched ball fall **together** – horizontal speed does not change the fall.

Kinematics
└ Projectiles

Worked example – a ball off a table

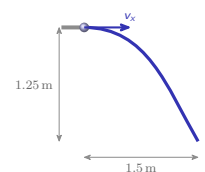
Table $h = 1.25 \text{ m}$, $v_x = 3.0 \text{ m/s}$

Vertical (fall from rest): $h = \frac{1}{2}gt^2$

$$1.25 = \frac{1}{2}(9.8)t^2 \Rightarrow t = 0.50 \text{ s}$$

Horizontal (v_x constant):

$$x = v_x t = 3.0 \times 0.50 = 1.5 \text{ m}$$



6

Recap

Kinematics
↳ Recap

Unit 1 – key takeaways

1 Vectors

displacement, velocity, acceleration have direction; use signs in 1-D

2 Graphs

$x-t$ slope = v , $v-t$ slope = a , area = displacement

3 Kinematics

$v = v_0 + at$; $x = x_0 + v_0 t + \frac{1}{2}at^2$;
free fall at g

4 Projectiles

independent x and y motions, joined only by time

Kinematics
↳ Recap

Check yourself

- 1 One full lap of a track – what is the displacement?
- 2 On a $v-t$ graph, what does the area give?
- 3 Two balls, one dropped, one launched sideways – which lands first?
- 4 a points opposite to v : speeding up or slowing down?



Answers 1. zero 2. displacement 3. same time (equal heights) 4. slowing down