

Motion

- I. Aristotle used logic to determine the nature of the natural world
 - A. Objects have natural motion (falling, rising) and violent motion (caused to move)
 - B. Cease moving when they reach their natural place
 - C. Heavy objects fall faster than light ones
- II. Galileo
 - A. Used experiment to test logical ideas
 - B. Defined “inertia” –object will keep moving in the same direction and speed unless acted upon by outside influences—like friction
 - C. Determined falling objects fall faster if they fall longer, weight not a factor
 1. used inclined planes to test the inertia of objects
 2. found height reached corresponded to height released, not weight or steepness of either incline
- III. Mass
 - A. Measure of inertia, how much matter is there
 - B. Mass does not change from one location to another
 - C. Weight is proportional to mass,
 1. a force created by the influence of gravity on the mass
 2. measure of weight: pounds, Newtons
 - D. not a measure of volume
- IV. Force
 - A. A vector quantity—has magnitude (size) and direction
 - B. Applied forces add up (or subtract if in opposite directions)
 - C. If sum of forces is zero, system is in EQUILIBRIUM
 1. Equilibrium can be static (unmoving)
 2. or dynamic (moving in the same direction at the same speed)
 - D. friction is a force that acts to resist motion,
 1. always opposite direction to applied force
 2. of the same magnitude if object is not accelerating
- V. Motion
 - A. Three types considered here: speed, velocity and acceleration
 - B. Speed: a rate
 1. $\frac{\text{distance}}{\text{time}}$
 2. common units of speed $\frac{\text{miles}}{\text{hour}}$, $\frac{\text{meters}}{\text{second}}$, $\frac{\text{kilometers}}{\text{hour}}$
 3. KEEP UNITS WITH NUMBERS IN ALL CALCULATIONS!!
 4. rate x time = distance
 - C. Velocity is a vector, has magnitude of rate, and has direction
 - D. Acceleration is how fast you are changing speed! If you are going the same speed, then you are not accelerating!!
 1. $\frac{\text{change in velocity}}{\text{change in time}} = \frac{\Delta v}{\Delta t}$