



AP Physics - Core Concept Cheat Sheet

04: Kinematics in One Dimension

Key Physics Terms	Constant Velocity vs. Constant Acceleration
<ul style="list-style-type: none"> • Vector: A quantity that represents magnitude (size) and direction. It is usually represented with an arrow to indicate the appropriate direction. Vectors may or may not be drawn to scale. • Scalar: A quantity that represents its magnitude, or size. It has no direction associated with its size. • Distance: The quantity that describes the position of an object. Distance is a scalar. • Displacement: The quantity that describes the change in location of an object and includes its direction of motion. Displacement is a vector. • Speed: The distance an object travels per unit of time; the magnitude of velocity. Speed is a scalar. • Velocity: Speed of an object including its direction of motion. Velocity is a vector quantity. • Instantaneous velocity: The velocity of an object at any given instant in time. • Average velocity: The total distance traveled divided by total time interval. • Constant velocity: A velocity that does not change with time. • Acceleration: The rate at which an object's velocity changes with time; this change may in speed, direction, or both. Acceleration is a vector. 	<ul style="list-style-type: none"> • An object moving with a constant velocity would cover equal amounts of distance in equal time intervals. • An object moving with a constant acceleration would cover varying amounts of distance in equal time intervals.
<h3>Variables Used</h3> <ul style="list-style-type: none"> • d = distance • t = time • v = velocity (usually average velocity or constant velocity) • a = acceleration • v_f = final velocity • v_i = initial velocity • Δ = change in 	<h3>Constant Velocity Diagram</h3> <p>The motion of an object moving with a constant velocity is pictured below. The distance moved in each unit of time is constant since the velocity is constant too.</p> 
<h3>Key Formulas</h3> <ul style="list-style-type: none"> • $v = d/t$ • $a = \Delta v/\Delta t = (v_f - v_i)/t$ • $d = v_i t + at^2/2$ • $v_f^2 = v_i^2 + 2ad$ • For the vertical sign convention of up is positive: Acceleration due to gravity, $g, = -9.8 \text{ m/s}^2$ 	<h3>Constant Acceleration Diagram</h3> <p>The motion of an object moving with a constant acceleration is pictured below. The distance moved in each unit of time increases. In fact, it is proportional to the square of the time.</p> 
<h3>Key Metric Units</h3> <ul style="list-style-type: none"> • Displacement and distance: meters, m • Time: s • Velocity and speed: m/s • Acceleration: $\text{m/s}^2, \text{m/s/s}$ 	<h3>Kinematics Problem Solving Tips</h3> <p>These tips will make it easier to solve any kinematics physics problems.</p> <ul style="list-style-type: none"> • Thoroughly read the entire problem. • Draw a diagram if needed. • Identify all given information. • Identify the quantity to be found. • Select appropriate formula(s) that incorporate what you know and what you want to find. • Convert units if needed. Use units throughout your calculations. • Do any mathematical calculations carefully.
<h3>Key Conventions</h3> <ul style="list-style-type: none"> • Assign a direction as positive. • Keep this convention throughout the problem. • Any quantities in the opposite direction must be negative. • Often, up and right are positive, while down and left are negative. • Even if someone else chooses the opposite direction as positive, for their sign convention they will arrive at the correct answer, assuming everything else is done correctly. 	<h3>Typical Kinematics Problem</h3> <p>Example: A boy drops a book from a shelf that is 1.5m above the floor. How long will it take until the book hits the ground below?</p> <p>Known: Displacement = -1.5 m (Use convention, down is negative) Initial velocity = 0 m/s Acceleration due to gravity = -9.8 m/s^2</p> <p>Unknowns: Time: ? Final velocity: ?</p> <p>Define: $d = v_i t + at^2/2$ Since $v_i = 0 \text{ m/s}$ $d = at^2/2$ Rearranging for t: $t = \sqrt{(2d/a)}$</p> <p>Output: $t = \sqrt{((2 \times -1.5 \text{ m})/(-9.8 \text{ m/s}^2))}$ $t = .55 \text{ s}$</p> <p>Substantiate: Units are correct, sig fig are correct. Magnitude looks reasonable.</p> <p>Since we kept downward negative, both the acceleration from gravity and the distance were negative, the two negatives canceled to give a positive value for time.</p>

How to Use This Cheat Sheet: These are the keys related this topic. Try to read through it carefully twice then write it out on a blank sheet of paper. Review it again before the exams.