

# M1 Essentials: Summary of AQA Mechanics 1 content not provided in the formula book

## Mechanics terminology

Particle <i>Mass, but no size</i>	Rigid Body <i>Mass and size, does not deform</i>
Rough/Smooth <i>Friction present/not</i>	Elastic/Inelastic <i>Deforms/does not deform</i>
Light <i>No mass</i>	Plane <i>Flat surface (eg, a slope)</i>

## Vectors & scalars

Vector	Scalar
Displacement	Distance ( $m$ )
Velocity	Speed ( $ms^{-1}$ )
Acceleration	(Magnitude of) acceleration ( $ms^{-2}$ )
Force	(Magnitude of) force ( $N$ )
N/A	Mass ( $kg$ )
N/A	Time ( $s$ )

## Graphs of motion

Displacement-Time	Velocity-Time
<i>Displacement = Height</i>	<i>Displacement = Area</i>
<i>Velocity = Gradient</i>	<i>Velocity = Height</i>
	<i>Acceleration = Gradient</i>

## SUVAT equations (constant acceleration equations)

$s = \text{displacement (m)}$   
 $u = \text{initial velocity (ms}^{-1}\text{)}$   
 $v = \text{final velocity (ms}^{-1}\text{)}$   
 $a = \text{acceleration (ms}^{-2}\text{)}$   
 $t = \text{time (s)}$

$$\begin{aligned}
 v &= u + at \\
 v^2 &= u^2 + 2as \\
 s &= \frac{u+v}{2}t \\
 s &= ut + \frac{1}{2}at^2
 \end{aligned}$$

## Manipulating vectors

$$\begin{bmatrix} a \\ b \end{bmatrix} \pm \begin{bmatrix} c \\ d \end{bmatrix} = \begin{bmatrix} a \pm c \\ b \pm d \end{bmatrix} \quad k \begin{bmatrix} a \\ b \end{bmatrix} = \begin{bmatrix} ka \\ kb \end{bmatrix} \quad \left| \begin{bmatrix} a \\ b \end{bmatrix} \right| = \sqrt{a^2 + b^2}$$

## Resolving a vector

Eg. A force  $F$  acting at  $\theta^\circ$  to the horizontal:

$$F \cos \theta \text{ horizontally, } F \sin \theta \text{ vertically: } \mathbf{F} = \begin{bmatrix} F \cos \theta \\ F \sin \theta \end{bmatrix}$$

## Kinematics in 2 dimensions

Displacement, velocity and acceleration are all vector quantities.

In 1 dimensional problems, direction is given as  $+ve$  or  $-ve$ .

In 2 dimensional problems, direction is defined by the vector.

## Equilibrium

A particle in equilibrium has constant velocity (could be at rest), and has a resultant force of  $0N$  acting on it (forces are balanced).

## Friction

Friction always acts in the opposite direction to motion or potential motion.

Always true	In motion, or in limiting equilibrium
$F_r \leq \mu R$	$F_r = \mu R$

## Newton's second law

$$\begin{aligned}
 F &= ma \\
 F &: \text{resultant force (N)} \\
 m &: \text{mass (kg)} \\
 a &: \text{acceleration (ms}^{-2}\text{)}
 \end{aligned}$$

## Projectiles

Horizontal:	Vertical:
$v$ constant	$a = -9.8$
$v = \frac{x}{t}$	SUVAT equations

## Momentum

Conservation of momentum:  $m_1u + m_2u = m_1v + m_2v$