

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 = displacement (m)
 u = initial velocity (ms^{-1})
 v = final velocity (ms^{-1})
 a = acceleration (ms^{-2})
 t = 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 θ° 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: $m_1u + m_2u = m_1v + m_2v$