Things I Should Know About Kinematics

- Conversion of units (metric staircase and m/s ← → km/h
- Scientific notation (be able to convert from standard form to sci. notation and back)
- Implications of moving fast (2 lessons)
- Position/time graph
- Speed formula
- v/t graph
- GRASP method of solving numerical problems
- Scalar vs. vector (what does this mean?)
- Distance vs. displacement
- Speed vs. velocity
- Kinematic formulas
- Vector addition (collinear and non-collinear)
- Positive/negative acceleration
- Average speed vs. average velocity
- Vector components
- Projectiles and vector components

Vocabulary

- Scalar
- Vector
- Position
- Displacement
- Distance
- Reference coordinates
- Uniform motion
- Constant speed
- Average speed
- Instantaneous speed
- Acceleration
- Resultant