NEWTON'S LAWS OF MOTION AND FORCE

UNIT 2

• Newton's Laws

- 1st-Inertia
- 2nd -F=m*a
- 3rd- Equal and Opposite Forces
- Weight
- Acceleration due to Gravity
- Apollo 13
- Simple Machines and Mechanical Advantage
 - Levers, Pulleys and Incline Planes
 - Gravity, Gears and Friction
- 3 Quizzes
- Test around first week of March!

SIR ISAAC NEWTON

o 1642-1727





NEWTON'S LAWS OF MOTION

• Law One: Inertia

- An object at rest will stay at rest unless acted on by an unbalance force
- An object in motion will stay in motion unless acted upon by an unbalanced force

or

An object will keep moving or stay at rest unless a net force acts on it

NEWTON'S LAWS OF MOTION

• Law Two: F=ma

• The acceleration of an object is proportional to the force acting on it and inversely proportional to its mass

or

More force causes more acceleration: more mass causes less acceleration

NEWTON'S LAWS OF MOTION

• Law Three:

• Whenever one object exerts a force on another object, the second exerts an equal and opposite force on the first

or

For every action, there is an equal and opposite reaction



Word/Term: FORCE	Drawing:
Describe in own words:	
Textbook Definition:	
	Rate mv Understandina: 1 2 3 4
How I remember it:	Reflections:

FORCES



- A force is any action that can change or cause motion
- Forces are measured in Newtons (N)

FORCES ARE VECTORS

- We care which direction the Forces are being applied
- Forces can add together or cancel each other out



Forces acting in the same direction add together.



NET FORCE

- ${\rm \circ}$ The net force $({\rm F}_{\rm net})$ is the result of all the forces acting on an object
- There can be many forces, but the object will act as if there is only one force: the net force



DIRECTION MATTERS

• Remember that Forces are Vectors?





Forces to the left are negative.



FINDING F_{NET}





Resulting Motion $F_{net} =$ -10 N M

The object accelerates left since F_{net} is left.

INERTIA MASTERS

o GUIDELINES FOR MEMBERSHIP

- All students are eligible for membership.
- You must perform the Inertia Demo in order to upgrade your membership level.
- Demos should be performed in front of the class.
 - You may practice, but your qualified attempt has to be in front of Mr. Neddo
- If you do not pass a level, you can try again the following day.
- Be careful with items at home, I will not pay for broken dishes!

BECOME A 10TH LEVEL INERTIA MASTER

LEVEL 1

Flicking a playing card out from under a penny using your finger tip

LEVEL 2

Pulling an embroidery ring out and dropping a coin into a container

LEVEL 3

Remove three coins from under a stack of coins by hitting each with a ruler

LEVEL 4

Pulling out a dollar bill from between two soda bottles, the top bottle is full of water

LEVEL 5

Same as two but the top bottle is empty

LEVEL 6 Pulling a sheet of paper out from under a container of water

LEVEL 7 Pulling a tablecloth out from under some dishes

LEVEL 8

Drop one egg into a glass of water by knocking an aluminum plate with a broom stick

LEVEL 9

Drop two eggs into a glass of water by knocking an aluminum plate with a broom stick

LEVEL 10

Drop three eggs into a glass of water by knocking an aluminum plate with a broom stick

Word/Term: Inertia	Drawing:
Describe in own words:	
Textbook Definition:	
	Rate mv Understandina: 1 2 3 4
How I remember it:	Reflections:

MASS IS THE ONLY THING

• All objects have mass = All objects have inertia

More Mass= More Inertia!

Something that is harder to move has more inertia



Bowling ball: more mass, more inertia: hard to move and hard to stop.



Golf ball: less mass, less inertia: easy to move and easy to stop. Inertia is <u>not</u> affected by velocity. A fast object has the same inertia as a slow object: same mass = same inertia!



INERTIA

YOU LOSE

BALANCED AND UNBALANCED FORCES

- Forces are balanced if they are equal in magnitude (amount) and opposite in direction
- Forces are unbalanced if one of them is stronger
 Only unbalanced forces change an object's motion

Balanced Forces



HOMEWORK AND VIDEO

• We will grade the worksheet next class