

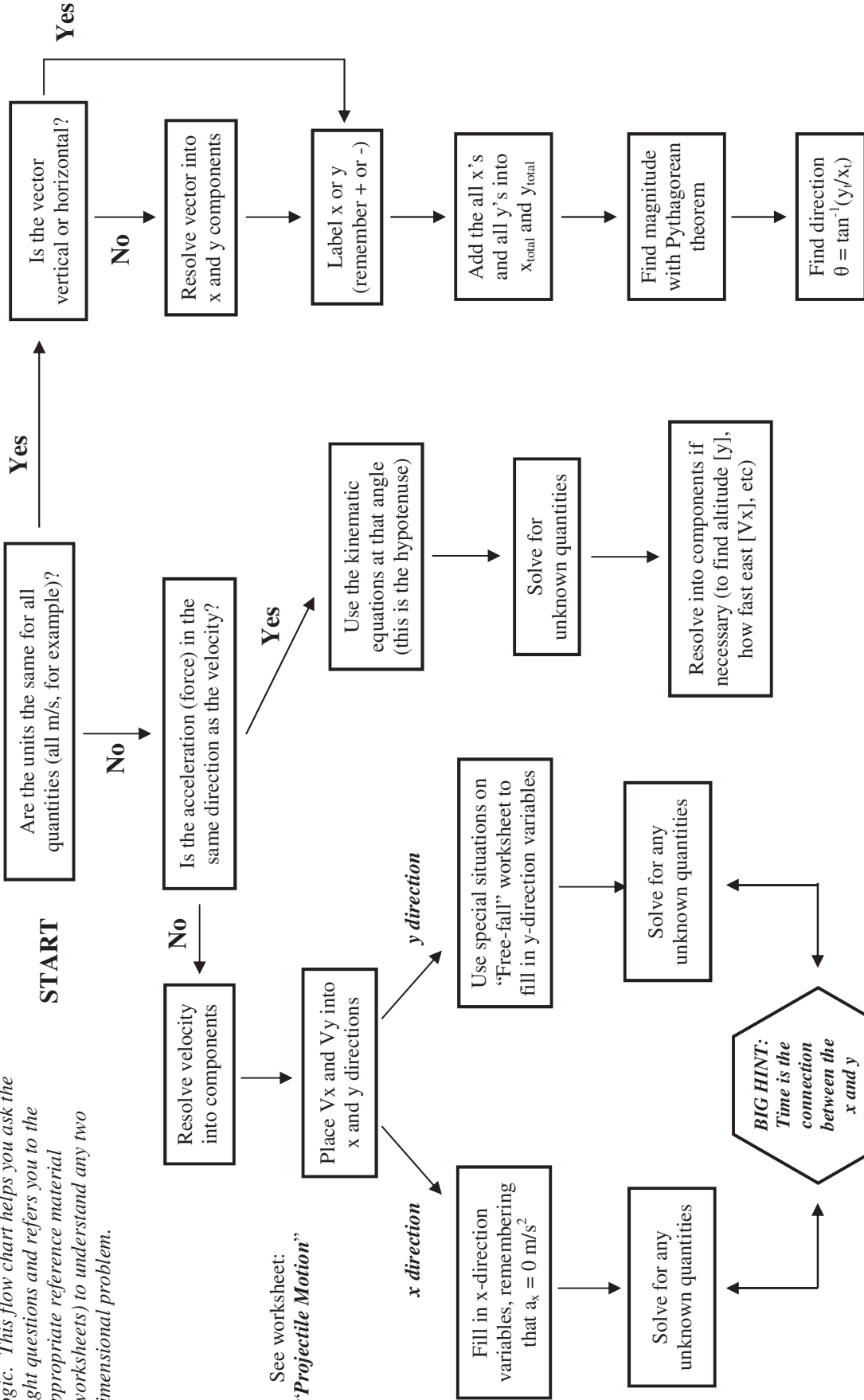
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# Two Dimensional Motion

Two dimensional motion is not as difficult as it may seem if you understand the logic. This flow chart helps you ask the right questions and refers you to the appropriate reference material (worksheets) to understand any two dimensional problem.

See worksheet: "Adding Vectors"



See worksheet: "Projectile Motion"

Note: This chart assumes that all situations in which V and a are in different directions are projectile motion. Other possibilities exist (a force pushing an object off course, for example), but they are less common.