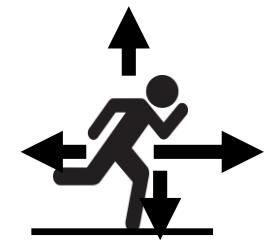
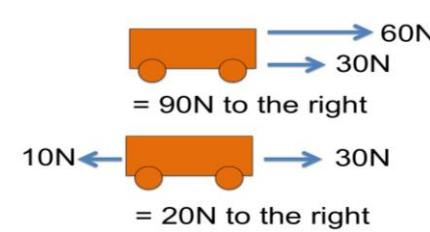


Scalar	<i>Has a magnitude (size)</i>	Temperature, speed, mass, time.
Vector	<i>Has a magnitude (size) and a direction</i>	Velocity, gravity, momentum.

Vectors	<i>Pairs of arrows are used</i>	Length or arrow shows magnitude, direction of arrow shows the direction of the force
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Force	<i>A vector quantity</i>	. A push or a pull on an object.
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HIGHER ONLY

Objects affecting each other

Vector diagrams

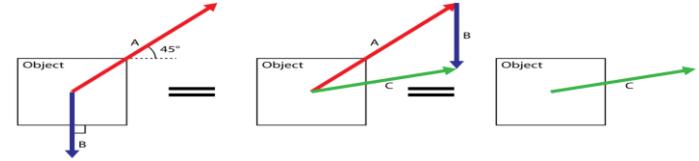
EDEXCEL TOPIC 9 - FORCES AND THEIR EFFECTS

Rotational forces

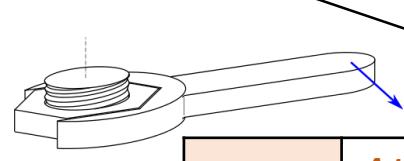
PHYSICS HIGHER ONLY

Equilibrium	<i>Pairs of forces are balanced, the resultant force is zero</i>	On a scale diagram, the tip of the last force drawn should end where the tail of the first force was drawn
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Resolving forces	<i>Not all forces act horizontally or vertically</i>	If make the 'awkward' angle easier to work with, split it into two components - drawn at right angles the two forces act together to have the same effect as the single force.
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The sum of clockwise moments = The sum of anti-clockwise moments .



Principle of moments	<i>Rotational forces are in equilibrium</i>
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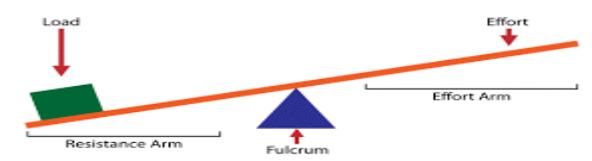
Moment	<i>A turning effect of a force</i>	When a force causes an object to rotate. EG: Spanner on a nut.
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Moment of a force = force X distance normal to the direction of the force.

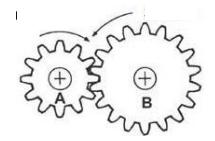
Moment of a force	<i>Newton metre (Nm)</i>
Force	<i>Newton (N)</i>
Distance normal to direction of force	<i>Metre (m)</i>

Lubrication	<i>Using a liquid to reduce friction between moving parts</i>	Reduces unwanted thermal energy transfer.
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Lever	<i>A bar pivots about a point and transfer a force.</i>	Using a long lever the force applied by a man at one end can be multiplied at the load end to lift a large force.
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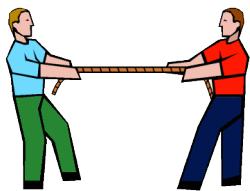
Gears	<i>Two interlocking round circles with 'teeth'</i>	Gear A moves and affects gear B by interlocking the teeth and passing on the rotation motion.
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Gear A has 12 teeth and gear B has 18 teeth.

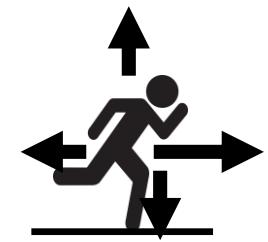
The wheel with more teeth turns slower but the moment of the turning force will be bigger.

Ratio of moments = ratio of teeth = ratio of radii.

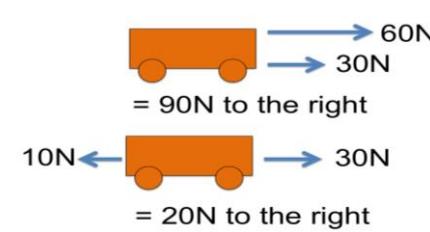


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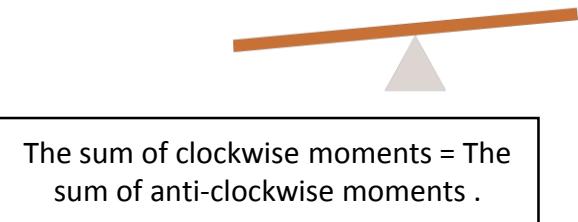
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Objects affecting each other

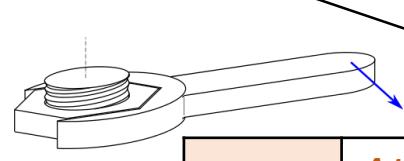
Vector diagrams
EDEXCEL TOPIC 9 - FORCES AND THEIR EFFECTS

Rotational forces

PHYSICS HIGHER ONLY



The sum of clockwise moments = The sum of anti-clockwise moments .



Principle of moments	Rotational forces are in equilibrium
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Moment	A turning effect of a force	When a force causes an object to rotate. EG: Spanner on a nut.
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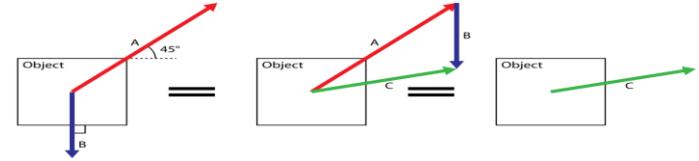
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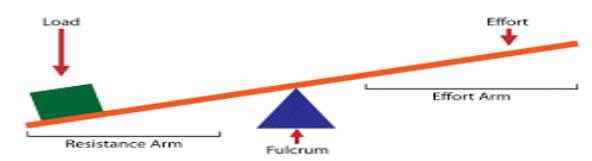
Lubrication	Using a liquid to reduce friction between moving parts	Reduces unwanted thermal energy transfer.
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Equilibrium	Pairs of forces are balanced, the resultant force is zero	On a scale diagram, the tip of the last force drawn should end where the tail of the first force was drawn
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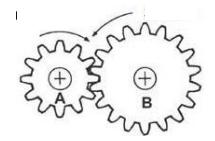
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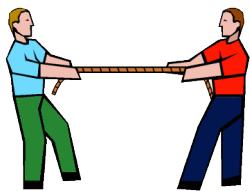
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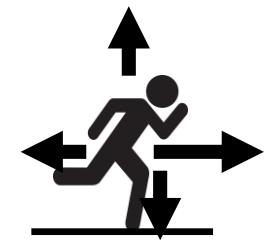
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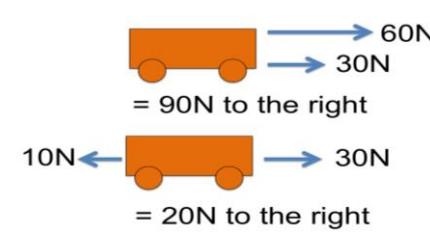


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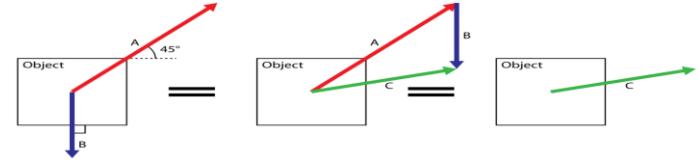
Objects affecting each other
Vector diagrams
EDEXCEL TOPIC 9 - FORCES AND THEIR EFFECTS

Rotational forces

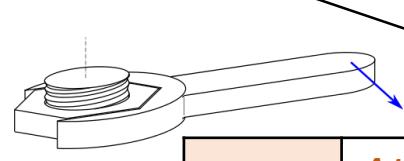
PHYSICS HIGHER ONLY

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Principle of moments	Rotational forces are in equilibrium
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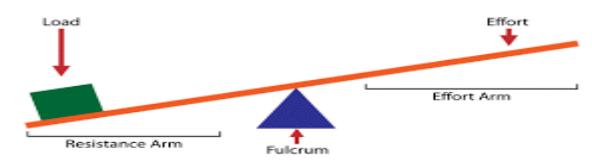
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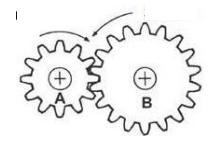
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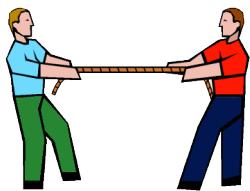
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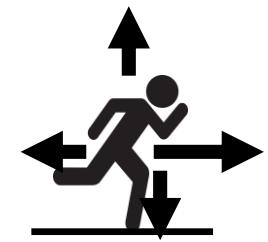
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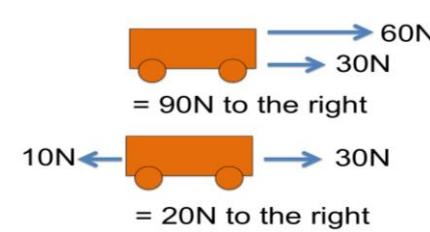


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HIGHER ONLY

Objects affecting each other

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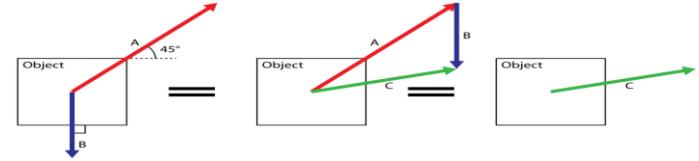
EDEXCEL TOPIC 9 - FORCES AND THEIR EFFECTS

Rotational forces

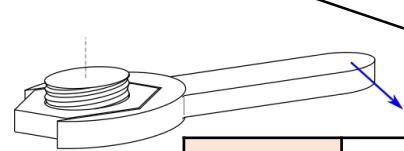
PHYSICS HIGHER ONLY

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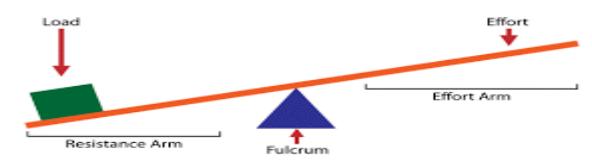
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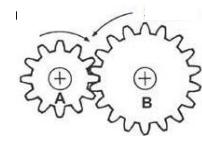
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