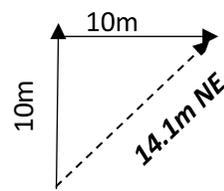
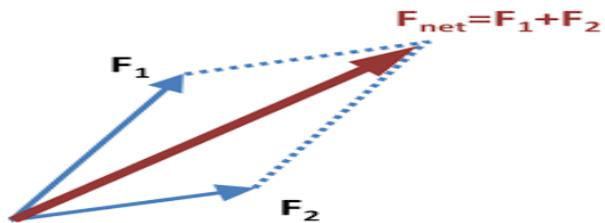
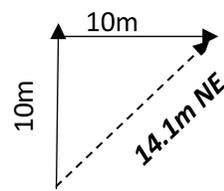
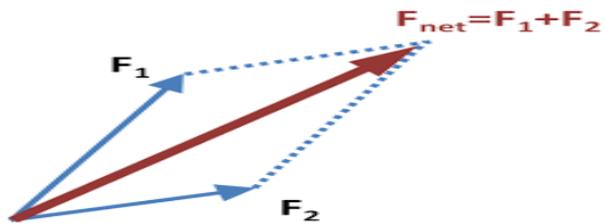


## AQA Forces – Knowledge Organiser

Keywords		Contact Forces	Non-Contact Forces	Scalar Quantity	Vector Quantity
<b>Force</b>	Make objects move or change shape. Measured in Newtons (N)	Friction	Gravitational Forces	Mass	Force
<b>Vector</b>	Quantities with both magnitude [size] and direction such as momentum	Air Resistance	Electrostatic Forces	Speed	Acceleration
<b>Scalar</b>	Quantities with only magnitude	Tension	Magnetic Forces	Distance	Displacement
<b>Speed</b>	A scalar quantity – How something covers a set distance [ <b><math>speed = distance \div time</math></b> ]	Reaction Forces	Nuclear Forces	Time	Velocity
<b>Velocity</b>	A vector quantity – speed in a given direction	Equations		Forces and Vectors	
<b>Acceleration</b>	How quickly something speeds up. ( <b><math>change\ in\ speed \div time\ taken</math></b> ) [m/s/s]	Energy Transfer (work)	Work (J or N/m) = Force (N) x Distance (m)	 <p>Measure displacement / resultant force with a ruler or by <math>F = \sqrt{a^2 + b^2}</math></p>	
<b>Distance</b>	A scalar quantity that measures how much ground an object covers when moved	Weight	Weight (N) = mass (kg) x g		
<b>Displacement</b>	A vector quantity that measures how far out of place an object is from A to B	Hookes law	Force (N) = spring constant (N/m) x extension (m)		
<b>Weight</b>	A <b>force</b> caused by gravity. Measured in Newtons [ <b><math>weight = mass \times gravity</math></b> ]	Elastic Potential Energy	Elastic potential energy = $\frac{1}{2}$ x spring constant x (extension) <sup>2</sup>		
<b>Mass</b>	The amount of matter an object has. Measured in <b>g</b> or <b>kg</b>	<b>PHYSICS ONLY</b> Turning Force	Moment of a force(Nm) = force (N) x distance (m)	Newtons Laws	
<b>Resultant Force</b>	The overall, single force. This is zero if objects are stationary or at constant speed	<b>PHYSICS ONLY</b> Pressure	Pressure (Pa) = Force (N) $\div$ Area (m <sup>2</sup> )	<b>First law</b>	Resultant force is zero if stationary or travelling at constant speed. Objects will travel in a straight line unless a force acts on it. ( <b>HT-</b> resisting that change)
<b>Terminal Velocity</b>	The maximum speed objects reach when falling. When weight = resistive forces	<b>PHYSICS ONLY (HT)</b> Liquid Column Pressure	Pressure(Pa) = column height (m) x density (kg/m <sup>3</sup> ) x g (N/kg)	<b>Second Law</b>	F=ma – acceleration is proportional to force & inversely proportional to mass
<b>Joule</b>	Force of 1 Newton displaces an object of 1 metre (1 Joule = 1 Newton-metre)	Speed	Speed (m/s) = distance (m) $\div$ time (s) [ <b><math>v = s \div t</math></b> ]	<b>Third Law</b>	When objects interact their forces are equal and opposite
<b>Hookes Law</b>	Extension of an elastic object is directly proportional to the force [ <b><math>F = ke</math></b> ]	Newton's 2 <sup>nd</sup> Law	Resultant Force (N) = mass (kg) x acceleration (m/s <sup>2</sup> )	Common Speeds	
<b>Stopping Distance</b>	The amount of time it takes to stop. Thinking distance + braking distance. (in m)	<b>HT ONLY</b> Momentum	Momentum (kg m/s) = mass (kg) x velocity (m/s)	walking 1.5 m/s, running 3 m/s, cycling 6 m/s	
<b>Momentum (HT)</b>	Vector quantity that is a property of moving objects [ <b><math>momentum = mass \times velocity</math></b> ] (kg m/s) also written as $p = mv$	Acceleration	Acceleration (m/s/s or m/s <sup>2</sup> ) = change in velocity $\div$ time taken	PHYSICS & HT ONLY	
		Uniform Acceleration	$V^2 - U^2 = 2 a s$ $V = u + at$ $V^2 = U^2 + 2 a s$ $S = ut + \frac{1}{2} at^2$	Force as rate of change of momentum: Force = change in momentum $\div$ time taken for the change	
		U = initial velocity    V = final velocity    t = time a = acceleration    s = displacement u, v, a, s = vector quantities    t = scalar quantity			

## AQA Forces – Knowledge Organiser

AQA Forces – Knowledge Organiser						
Keywords		Contact Forces	Non-Contact Forces		Scalar Quantity	Vector Quantity
<b>Force</b>	Make objects move or change shape. Measured in Newtons (N)	Friction	Gravitational Forces		Mass	Force
		Air Resistance	Electrostatic Forces		Speed	Acceleration
<b>Vector</b>	Quantities with both magnitude [size] and direction such as momentum	Tension	Magnetic Forces		Distance	Displacement
		Reaction Forces	Nuclear Forces		Time	Velocity
<b>Scalar</b>	Quantities with only magnitude	<b>Equations</b>			<b>Forces and Vectors</b>	
<b>Speed</b>	A scalar quantity – How something covers a set distance [ <b><math>speed = distance \div time</math></b> ]	Energy Transfer (work)	Work (J or N/m) = Force (N) x Distance (m)			Measure displacement / resultant force with a ruler or by $F = \sqrt{a^2 + b^2}$
<b>Velocity</b>	A vector quantity – speed in a given direction	Weight	Weight (N) = mass (kg) x g			
<b>Acceleration</b>	How quickly something speeds up. ( <b><math>change\ in\ speed \div time\ taken</math></b> ) [m/s/s]	Hooke's law	Force (N) = spring constant (N/m) x extension (m)			
<b>Distance</b>	A scalar quantity that measures how much ground an object covers when moved	Elastic Potential Energy	Elastic potential energy = $\frac{1}{2}$ x spring constant x (extension) <sup>2</sup>			
<b>Displacement</b>	A vector quantity that measures how far out of place an object is from A to B	<b>PHYSICS ONLY</b> Turning Force	Moment of a force(Nm) = force (N) x distance (m)			
<b>Weight</b>	A <b>force</b> caused by gravity. Measured in Newtons [ <b><math>weight = mass \times gravity</math></b> ]	<b>PHYSICS ONLY</b> Pressure	Pressure (Pa) = Force (N) ÷ Area (m <sup>2</sup> )			
<b>Mass</b>	The amount of matter an object has. Measured in <b>g</b> or <b>kg</b>	<b>PHYSICS ONLY (HT)</b> Liquid Column Pressure	Pressure(Pa) = column height (m) x density (kg/m <sup>3</sup> ) x g (N/kg)		<b>Newton's Laws</b>	
<b>Resultant Force</b>	The overall, single force. This is zero if objects are stationary or at constant speed	Speed	Speed (m/s) = distance (m) ÷ time (s) [ <b><math>v = s \div t</math></b> ]		<b>First law</b>	Resultant force is zero if stationary or travelling at constant speed. Objects will travel in a straight line unless a force acts on it. ( <b>HT-</b> resisting that change)
<b>Terminal Velocity</b>	The maximum speed objects reach when falling. When weight = resistive forces	Newton's 2 <sup>nd</sup> Law	Resultant Force (N) = mass (kg) x acceleration (m/s <sup>2</sup> )		<b>Second Law</b>	F=ma – acceleration is proportional to force & inversely proportional to mass
<b>Joule</b>	Force of 1 Newton displaces an object of 1 metre (1 Joule = 1 Newton-metre)	<b>HT ONLY</b> Momentum	Momentum (kg m/s) = mass (kg) x velocity (m/s)		<b>Third Law</b>	When objects interact their forces are equal and opposite
<b>Hooke's Law</b>	Extension of an elastic object is directly proportional to the force [ <b><math>F = ke</math></b> ]	Acceleration	Acceleration (m/s/s or m/s <sup>2</sup> ) = change in velocity ÷ time taken		<b>Common Speeds</b>	
<b>Stopping Distance</b>	The amount of time it takes to stop. Thinking distance + braking distance. (in m)	Uniform Acceleration	$V^2 - U^2 = 2 a s$ $V^2 = U^2 + 2 a s$	$V = u + at$ $S = ut + \frac{1}{2} at^2$	walking 1.5 m/s, running 3 m/s, cycling 6 m/s	
<b>Momentum (HT)</b>	Vector quantity that is a property of moving objects [ <b><math>momentum = mass \times velocity</math></b> ] (kg m/s) also written as $p = mv$	U = initial velocity    V = final velocity    t = time a = acceleration    s = displacement <i>u, v, a, s = vector quantities    t = scalar quantity</i>		<b>PHYSICS &amp; HT ONLY</b> Force as rate of change of momentum: Force = change in momentum ÷ time taken for the change		