Concepts for Kinematic Test 1

1. Vector vs. scalar quantities
	1. Distance vs. displacement
	2. Speed vs. velocity
2. Adding or subtracting vectors
3. Law of sines
4. Law of cosines
5. Graphs describing motion
6. Acceleration
7. Application of constant acceleration equations
	1. v = u + at
	2. s = ut + ½ at2
	3. v2 = u2 + 2as
	4. s = [(v + u)/2] \* t
8. Free fall motion
9. Projectile motion

Recommended text – Oxford sections 1.3 and 2.1 (Kinematics PDF on website)