## Physical Quantities

Physics is all about the study of measurements or...



ONLY
AND $\qquad$ Worion (rsinematios) Motion is one of the most IMPORTANT physical quantities in the universe and there are SEVERAL things that we can measure about motion

## HOW FAR? HOW LONG? HOW FAST? IS THAT RATE CHANGING? <br>  <br> 

How $\qquad$ an object

How $\qquad$ an object from
has $\qquad$
Units:
where it
(The change in an object's position) Units:

How are vectors represented?

- They can be $\qquad$ represented by a $\qquad$

| $\stackrel{5}{\stackrel{-10}{4}}+\underset{\leftrightarrows}{\stackrel{-5}{5}}$ |  |  |
| :---: | :---: | :---: |
|  |  |  |

- The $\qquad$ of the arrow represents the $\qquad$ .
- The $\qquad$ of the arrow represents the $\qquad$ .


## 1D Vector Addition

- ONE DIMENSIONAL Vectors can be $\qquad$ as $\qquad$
based on their $\qquad$
- The $\qquad$ or product of two or more vectors is called a $\qquad$ .

