

## P2.1 Movement and Pressure

## Speed

- Speed is how much distance is covered per unit time
- 2. Speed = Distance/Time
- 3. The SI unit for speed is m/s
- 4. If an object is stationary its speed is 0 m/s
- 5. Average speed is the overall distance divided by the overall time taken for a journey

$$Speed = \frac{Distance}{Time}$$

$$Time = \frac{Distance}{Speed}$$

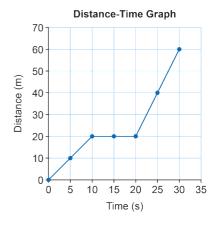
$$Distance = Speed \ x \ Time$$

- 6. Relative motion describes how different observers judge speed differently if they are in motion too
- 7. If an observer is stationary, the relative motion of the moving object will be the same as its actual speed
- 8. If an observer is travelling in the same direction as the moving object, the relative motion is the difference in their speeds and the object will seem to be moving more slowly
- If an observer is travelling in the opposite direction as the moving object, the relative motion is their speeds added together and the object will seem to be moving faster
- Acceleration describes how quickly a speed is changing (either speeding up or slowing down)
- 11. An object speeding up has positive acceleration
- 12. An object slowing down has negative acceleration

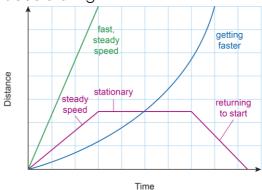
## **Knowledge Organiser**

## **Distance-Time Graphs**

- 13. A distancetime graph can be used to describe an object's motion
- 14. A horizontal line represents a stationary object (speed = 0m/s)



- 15. A straight line represents an object moving at constant speed
- 16. The gradient of a distance-time graph represents speed
- 17. The steeper the gradient the greater the speed
- 18. A line returning to the x-axis represents an object returning to its starting position
- A curved line represents an object accelerating



### **Pressure**

- 20. Pressure is the force applied per unit area.
- 21. Pressure  $(N/m^2)$  = Force (N)/ area  $(m^2)$
- 22. Pressure is increased by a smaller area and decreased by larger area
- 23. Pressure is increased by a larger force and decreased by a smaller force



# P2.1 Movement and Pressure Knowledge Organiser

## **Moments**

- 24. A moment is the turning effect of a force
- 25. Moment (Nm) = Force (N) x perpendicular distance from pivot (m)