| Subject | Physics |
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| Unit/Topic | Year II Forces |

| Key Vocabulary | Definition |
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| Acceleration | A measure of how quickly velocity is changing. |
| Air Resistance | The frictional force caused by air on a moving object. |
| Atmospheric Pressure | The pressure felt by any surface within the atmosphere, due to air molecules colliding with the surface. |
| Braking Distance | The braking distance is the distance a vehicle travels after the brakes are applied until it comes to a complete stop, as a result of the braking force. |
| Conservation of Momentum | In a closed-system the total momentum before an event is the same as the total momentum after the event. |
| Contact Force | A force acting between/on objects that are touching. |
| Displacement | The straight-line distance and direction from an object's starting position to its finishing position. |
| Distance-Time Graph | A graph showing how the distance travelled by an object changes over a period of time. |
| Drag | The frictional force caused by any fluid (a liquid or gas) on a moving object. |
| Elastic Deformation | An object undergoing elastic deformation will return to its original shape once any forces being applied to it are removed. |
| Elastic Object | An object which can be elastically deformed. |
| Equilibrium | A state in which all the forces acting on an object are balanced, so the resultant forces are zero. |
| Fluid | A liquid or gas. |
| Force | A push or a pull on an object caused by interacting with something. |

| Free Body Diagram | A diagram that shows all the forces acting on an isolated object, the direction the forces are acting and their relative magnitudes. |
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| Friction | A force that opposes an object's motion. It acts in the opposite direction to motion. |
| Gear | A circular disc with teeth round its edge. It can be used to transmit the rotational effect of a force. |
| Inelastic Deformation | An object undergoing inelastic deformation will not return to its original shape once the forces being applied to it are removed. |
| Inertia | The tendency of an object to remain stationary or continue travelling at a constant velocity. |
| Inertial Mass | The ratio between the resultant force acting on an accelerating object and its acceleration. |
| Instantaneous Velocity | The velocity of an object at a particular moment in time. |
| Lever | A device that increases the distance between an applied force. |
| Limit of Proportionality | The point beyond which the force is applied to an elastic object is no longer directly proportional to the extension of the object. |
| Line of Action | A straight line passing through the point at which the force is acting in the same direction as the force. |
| Lubricant | A substance that can flow easily between objects - used to reduce friction. |
| Model | Used to describe or display how an object of system behaves in reality. |
| Moment | The turning effect of a force. |
| Momentum | A property of a moving object that is the product of its mass and velocity. |
| Newton's First Law | An object will remain at rest or travelling at a constant velocity unless it is acted on by a resultant force. |
| Newton's Second Law | The acceleration of an object is directly proportional to the resultant force acting on it, and inversely proportional to its mass. |
| Newton's Third Law | When two objects interact, they exert equal and opposite forces on each other. |

| Non-Contact Force | A force that can act between objects that are not touching. |
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| Pressure | The force per unit area exerted on a surface. |
| Reaction Time | the time taken for a person to react after an event (e.g. seeing a hazard). |
| Resultant Force | A single force that can replace all forces acting on an object to give the same effect as the original forces acting altogether. |
| Scalar | A quantity that has magnitude but no direction. |
| Speed | How quickly an object is travelling. |
| Stopping Distance | The distance travelled by a vehicle in the time between the driver seeing a hazard and coming to a stop. It is the sum of the thinking and braking distance. |
| System | The object or group of objects that you are considering. |
| Terminal Velocity | The maximum velocity a falling object can reach without any added forces. It's the velocity at which the resistive forces (drag) acting on the object match the force due to gravity (weight). |
| Thinking Distance | The distance a vehicle travels during the driver's reaction time (before the brakes have been applied). |
| Upthrust | The resultant force acting awards on an object submerged in a liquid, due to the pressure of the liquid being greater at the bottom or the object that the top. |
| Vector | A quantity which has both magnitude (size) and direction. |
| Velocity | The speed of an object in a given direction. |
| Velocity-Time Graph | A graph showing how the velocity of an object changes over a period of time. |
| Weight | The force acting on an object due to gravity. |
| Work Done | The energy transferred when a force moves an object. |