- Contact Force - a push/pull that happens at a $\qquad$ or points
(i.e. football player on $\qquad$ , rope on $\qquad$ (a.k.a. $\qquad$ ), $\qquad$ on ball, $\qquad$ on floor (a.k.a. $\qquad$ force)).
- Field Force - a $\qquad$ that acts on $\qquad$ atom of an object, including the atoms on the $\qquad$ (i.e. $\qquad$ force of Earth on student (a.k.a. $\qquad$ ),
$\qquad$ force of magnet on a nail).
- Note: With a contact force you can point to a location where two objects are $\qquad$ and say that that spot is where the $\qquad$ is happening. Field forces, however, are sometimes called $\qquad$ forces, because you can't see the spot that the push/pull is occurring.
Contact $\qquad$ Contact $\qquad$ Field $\qquad$ Field $\qquad$
$\qquad$
$\qquad$
$\qquad$
$\qquad$


## Naming Forces

- Force names always have three parts
- Agent - The physical thing that $\qquad$ the force.
- Type - the $\qquad$ of force that is being exerted.
- Push/Pull $\qquad$ -- A $\qquad$ force that doesn't have a special type.
- Gravity ___ or $\qquad$ -- Force created by $\qquad$ attracting $\qquad$ .
- Normal $\qquad$ or $\qquad$ -- Force a surface exerts to prevent $\qquad$ .
- Friction ___ -- Force of two $\qquad$ rubbing against each other.
- Tension $\qquad$ -- Force of a $\qquad$ 1 $\qquad$ on an object.
- Centripetal $\qquad$ -- A net force that creates $\qquad$ motion.
- Object - The physical thing that $\qquad$ the force.
- When labeling forces on diagrams we must include an $\qquad$ , because forces are $\qquad$ Free Body Diagram (for $\qquad$
○ $\qquad$ show only the $\qquad$ that act $\qquad$ an object/system.
- NOT the forces that the $\qquad$ exerts on outside things.
- NOT the internal forces of the object on $\qquad$ -
- FB-diagrams are useful for predicting $\qquad$ , because of the equation $\qquad$ .
- $F$ in this equation is the $\qquad$ of all the $\qquad$ acting ___ the object. $\qquad$ .


## Boy Pulling Wagon

FB for the Wagon
FB for the Boy
FB for Boy and Wagon System
$\qquad$ )

- When velocity is $\qquad$ in both $\qquad$ and $\qquad$ , then the acceleration is
$\qquad$ and the net force (a.k.a. $\qquad$ of all the $\qquad$ ) add to $\qquad$ .
- Note: if either $\qquad$ or $\qquad$ of velocity $\qquad$ , then there is $\qquad$ and therefore $\qquad$ cannot be zero. So, Newton's $1^{\text {st }}$ $\qquad$ apply.
Newton's 2 ${ }^{\text {nd }}$ Law ( $=$ $=-$ $=$
- The vector sum of the forces $\qquad$ an object causes $\qquad$ . In fact, this is the only thing that causes $\qquad$ to change. (Forces exerted by an object don't cause $\Delta \mathrm{v}$.)
- Note: For a certain amount of force, when mass is big, acceleration will be $\qquad$ , and when mass is $\qquad$ , acceleration will be $\qquad$ . Ergo, it is easier to $\qquad$ , $\qquad$ , and $\qquad$ a shopping cart if it is $\qquad$ .
Newton's $3^{\text {rd }}$ Law $\qquad$ - $\qquad$ )
- When two objects $\qquad$ on each other the force of A on B $\qquad$ the force of
$\qquad$ , but in the $\qquad$ direction.
- These forces are called an $\qquad$ pair.
- Note: Action-reaction does not help you predict $\qquad$ that's the job of Newton's
$\qquad$ Law, which is the forces of $\qquad$ , , —, , _, $\qquad$ , etc. acting $\qquad$ the $\qquad$ .


## Apparent Weight vs. Weight vs. Normal Force

- Your $\qquad$ is the gravitational attraction of the $\qquad$ pulling on $\qquad$ .
- Apparent means, "What we perceive to be true." So, your $\qquad$ is the force that a bathroom scale reads.
- $\qquad$ is the force a floor pushes with to prevent you from breaking through it.
- Note: Weight is a $\qquad$ force. Normal force is a $\qquad$ force. Apparent weight is a $\qquad$ force.
- Note: If you fall out of an airplane you perceive yourself to be $\qquad$ , even though (unfortunately) gravity is ___ you with full strength.
- Ergo, apparent weight $\qquad$ weight.
- The more our bodies/legs have to work, the $\qquad$ we feel. It is " $\qquad$ " to you that you are $\qquad$ when an elevator starts going $\qquad$ , and $\qquad$ as it stops. So, the harder the $\qquad$ of the elevator pushes on us, the $\qquad$ we feel.
- Ergo, apparent weight $\qquad$ normal force.
- In an elevator, $\mathrm{F}_{\mathrm{g}}=\mathrm{F}_{\mathrm{N}}$ (and apparent weight), if acceleration is $\qquad$ and the net force is $\qquad$ . So, the elevator is $\qquad$ or $\qquad$ .
- In an elevator, $\mathrm{Fg}_{\mathrm{g}}>\mathrm{F}_{\mathrm{N}}$ (and apparent weight), if acceleration is $\qquad$ and the net force is $\qquad$ . So, the elevator is going $\qquad$ or going $\qquad$ .
- In an elevator, $\mathrm{F}_{\mathrm{g}}<\mathrm{F}_{\mathrm{N}}$ (and apparent weight), if acceleration is $\qquad$ and the net force is $\qquad$ . So, the elevator is going $\qquad$ or going $\qquad$ .
- Notice: $\qquad$ always agrees with $\qquad$ and $\qquad$ always equals $\qquad$ .

Short
Name

Purpose

Force
Diagram

## Watch

Out For

## More Force Examples

Elevator

Big Man - Little Boy

○ $\qquad$ tries to $\qquad$ two objects from sliding/moving past each other. Frictions "goal" is to make all objects have the $\qquad$ speed. (ie. road and $\qquad$ -, airplane and $\qquad$ , shoes and $\qquad$ , etc.)

- The frictional force a road exerts on a car is $\qquad$ the frictional force of the $\qquad$ on the $\qquad$ (a.k.a. Newton's $\qquad$ Law).
- So, why does the car's velocity change more? Acceleration, a, is inversely proportional to $\qquad$ (Newton's $\qquad$ ). The car's mass is miniscule compared to $\qquad$ . So, the car's acceleration is much $\qquad$ . Earth's acceleration exists but is too small to measure.
- Friction acts in a direction $\qquad$ and $\qquad$ to the sliding motion.
- We will be studying friction between a solid and a solid, ie. $\qquad$ .
- In contrast, when friction is between a solid and a $\qquad$ or $\qquad$ it is called drag. The most common and most frequently ignore type of drag is $\qquad$
$\qquad$ . The main reason we don't study drag is its complexity. Drag coefficients are multivariable equations that depend on $\qquad$ and $\qquad$ as well as other things.
- With solid on solid friction, however, the $\qquad$ , $\mu$, depends only on the $\qquad$ of rubbing materials (i.e. the objects are $\qquad$ and their $\qquad$ ).
- The formula kinetic friction when objects that are currently $\qquad$ is $\qquad$ Where $\mathrm{F}_{\mathrm{N}}$ usually = $\qquad$ , as long as the ground is $\qquad$ and only $\qquad$ acts vertically.
- This means $\mu=$ $\qquad$ , which makes $\mu$ the ratio of the difficulty to $\qquad$ an object vs. the difficulty to $\qquad$ an object. Since, $\qquad$ is usually easier, $\mu$ is usually $\qquad$ 1. $\mu$ can be $\qquad$ 1 if the surfaces are extremely $\qquad$ , though.
- The formula static friction when objects that are currently $\qquad$ is $\qquad$ .
- The reason for the $\qquad$ sign is that static friction only exists to the degree necessary to
$\qquad$ motion. So, a $\mathrm{F}_{\mathrm{fs}}$ for a block experiencing an $\mathrm{F}_{\mathrm{p}}$ of 2 N is $\qquad$ . So, a $\mathrm{F}_{\mathrm{fs}}$ for a block experiencing an $F_{p}$ of 0 N is $\qquad$ . If the 0 N push block still had a $\mathrm{F}_{\text {fs }}$ of 2 N acting on it, then the block would $\qquad$ the table all by itself.
- Special note, while we tend to think of friction as the force that makes moving objects $\qquad$ , like a truck approaching a $\qquad$ . Friction $\qquad$ makes objects
speed up faster, like a truck in front of a $\qquad$ .


## Static Friction

## Kinetic Friction

## Motion \& Equation

Microscopic
Diagram

Watch out for

