**Biomechanics-** the study of force and their effects on living systems

Kinematics- the branch of dynamics concerned with the description of motion

Kinetics- the branch of dynamics concerned with the forces that cause or rend to cause motion

## **Projectile Motion**

- Vertical velocity is positive and decreasing in magnitude on the way up
- Vertical velocity equal zero at the top of fight
- Vertical velocity is negative and increasing in magnitude on the way down
- Horizontal velocity is assumed to be constant
- The magnitude of the upward velocity of a projectile as it passes any height on the way up is the same as the magnitude of the downward velocity at the same height

## **Release Velocity and Projection Angle**

- To maximise time of flight/height reached
  - Maximise vertical component of release velocity
  - Projection angle > 45 deg
- To minimise time of flight
  - o Minimise vertical component of release velocity
  - o Projection angle < 45 deg
- To maximise horizontal displacement
  - o Maximise release velocity (horizontal component faster than vertical)
  - Higher release height is better
  - o Projection angle < 45 deg

## **Newton's Laws of Motion**

- 1. A body will maintain a state of rest, or constant velocity, unless acted upon by an external force that changes that state
  - Inertial  $\alpha$  mass
- 2. The acceleration of an object varies in direct proportion to the external unbalanced force applied to it and inversely proportional to its mass
- 3. For every action there is an equal and opposite reaction

COMPLETE NOTES COVER REMAINING TOPICS AND INCLUDE A FORMULA SHEET