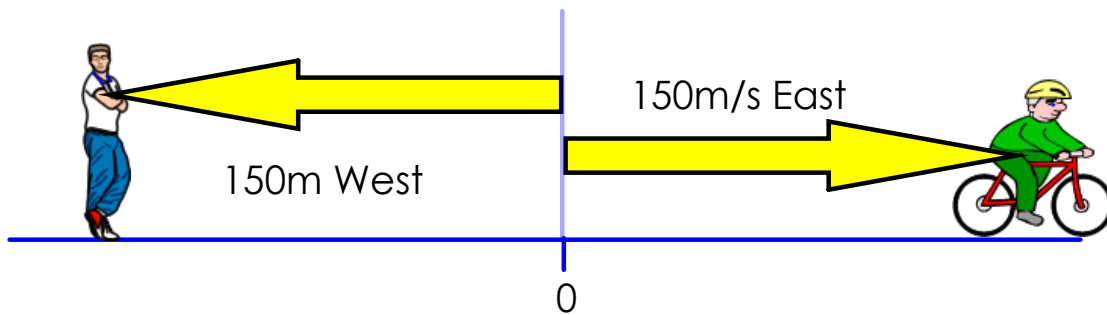


Vectors: Representing Position and Displacement

- motion needs to be described in relation to some reference point
- knowing where you are and where you are going is important
- physicists use what is called a "vector" to do this
- it relates your position or displacement with respect to some starting point
- vectors ALWAYS include BOTH size AND direction

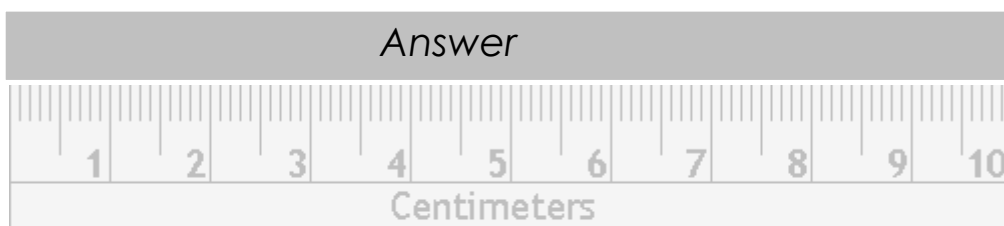


Vectors should always be drawn to scale and labelled

For example,

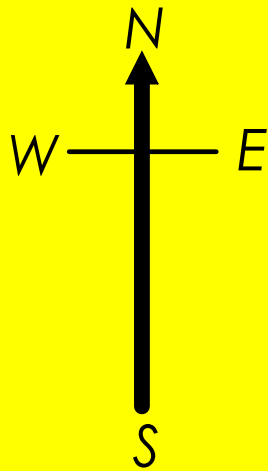
Draw a vector representing 25 m E

1cm = 5 m

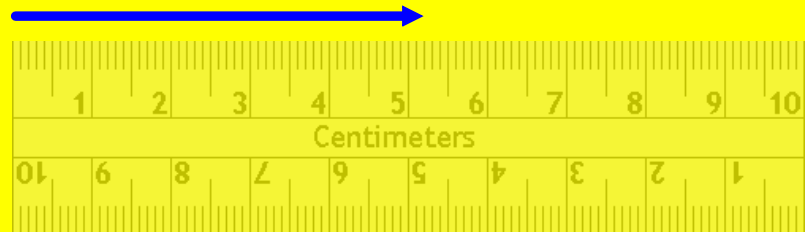


To Scale

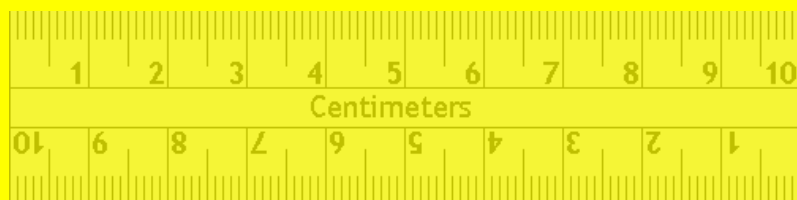
Ex: $1\text{cm}=5\text{km}$



25km E



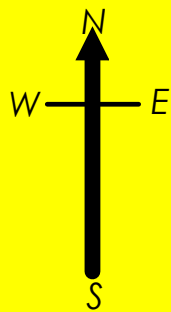
A boy walks 4km E and then turns and walks 6km W. What is his resultant displacement?



Mathematically

One direction is determined to be positive, therefore the opposite direction would be negative

From the previous example,



if East is considered +ve, then
West is -ve

$$R = (+4\text{km}) + (-6\text{km}) = -2\text{km or } 2\text{km W}$$