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Concept-Development 7-2 Practice Page. Ball bumps head Bug hits windshield Ball hits bat Nose touches hand Flower pulls on hand Thing A acts on Thing B Thing B reacts on Thing A Balloon surface pushes compressed air inward Bar pushes athlete downward Student drawing (open) Chapter 7 Newton's Third Law of Motion—Action and Reaction 41.

Concept-Development 7-2 Practice Page

Concept-Development Practice Page 1. 2. In the example below, the action-reaction pair is shown by the arrows (vectors), and the action- reaction described in words. In (a) through (g) draw the other arrow (vector) and state the reaction to the given action. Then make up your own example in (h).

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Concept-Development7-1 Practice Page. Force and Velocity Vectors. 1. Draw sample vectors to represent the force of gravity on the ball in the positions shown above (after it leaves the thrower's hand). Neglect air drag. 2. Draw sample bold vectors to represent the velocity of the ball in the positions shown above.

Concept-Development 7-1 Practice Page - MYP PHYSICS

Concept-Development7-1 Practice Page. Force and Velocity Vectors. 1. Draw sample vectors to represent the force of gravity on the ball in the positions shown above (after it leaves the thrower's hand). Neglect air drag. 2. Draw sample bold vectors to represent the velocity of the ball in the positions shown above.

Concept-Development 7-1 Practice Page

Concept A concept is a general approach to achieving something. Concepts are broad and not concrete. A concept describes WHAT to do, but not exactly HOW. That's where ideas come in. Idea An idea is a way to carry out a concept. A way to put the somewhat vague concept into practice. A concept is like an umbrella under which many ideas can be ...

Concept development 101 - What are concepts and how do you ...

Concept-Development Practice Page 1. A moving car has mom tum. If it moves twice as fast, its momentum a much. is 2. Two cars, one twice as heavy as the other, move down a hill at the same speed. Compared to the lighter car, the momentum of the heavier car is 3. The recoil momentum of a cannon that kicks is (more than) (less than)

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The concept that additionally depends on location in a gravitational fi eld is (mass) (weight). (Mass) (Weight) is a measure of the amount of matter in an object and only depends on the number and kind of atoms that compose it.

Concept-Development 2-1 Practice Page

7. The KE and PE of a block freely sliding down a ramp are shown in only one place in the sketch. Fill in the missing values. 8. A big metal bead slides due to gravity along an upright friction-free wire. It starts from rest at the top of the wire as shown in the sketch. How fast is it traveling as it passes Point B? Point D? Point E?

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Concept-Development 4-1 Practice Page

7. So what will be the arrow's speed 5 seconds after you shoot it? 8. What will its speed be 6 seconds after you shoot it? 7 seconds? Free Fall Distance 1. Speed is one thing; distance another. Where is the arrow you shoot up at 50 m/s when it runs out of speed? 2. How high will the arrow be 7 seconds after being shot up at 50 m/s? 3. a.

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