

EQ:

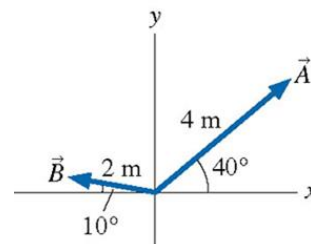
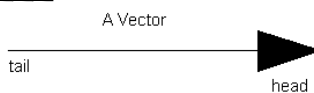
PART I: Geometric Vectors

- Scalar --- quantity that describes \_\_\_\_\_ or \_\_\_\_\_ only (with or without units).  
It does not include \_\_\_\_\_.

Ex. \_\_\_\_\_

- Vector --- a directed \_\_\_\_\_ with an \_\_\_\_\_ head at the end indicating a \_\_\_\_\_

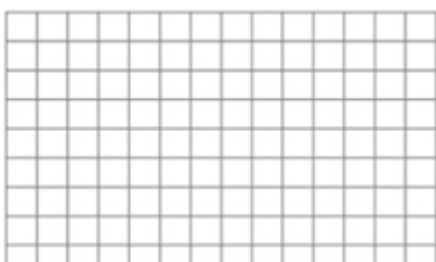
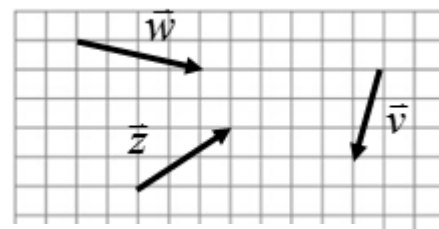
Ex. \_\_\_\_\_



- Magnitude of a Vector --- \_\_\_\_\_; notation \_\_\_\_\_
- Equivalent Vectors --- same \_\_\_\_\_ and \_\_\_\_\_
- Opposite Vectors --- same \_\_\_\_\_ opposite \_\_\_\_\_ from initial point
- Scalar Multiplication --- alters the \_\_\_\_\_ and ( \_\_\_\_\_ ) \_\_\_\_\_

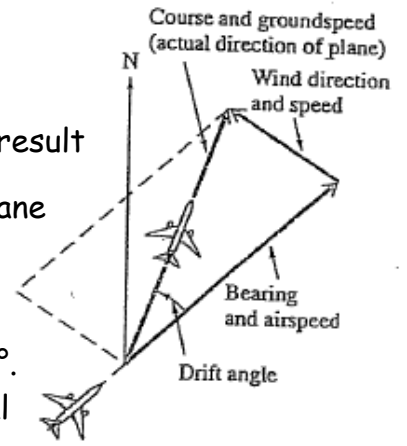
Ex. Using the diagram to the right to create each of the following.

- a)  $3\vec{z}$                       b)  $-2\vec{w}$                       c)  $0\vec{v}$

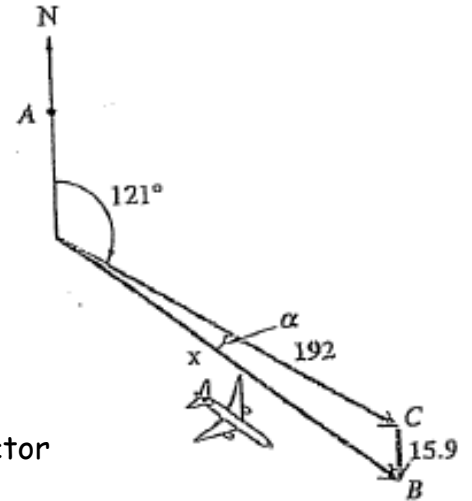




- Airspeed of a plane --- speed relative to the \_\_\_\_\_
- Groundspeed of a Plane --- speed relative to the \_\_\_\_\_; a result of \_\_\_\_\_ and \_\_\_\_\_ acting on plane



Ex. An airplane with an air speed of 192 mph is flying on a heading of  $121^\circ$ . A north wind is blowing at 15.9 mph. Find the groundspeed and the actual bearing of the plane.



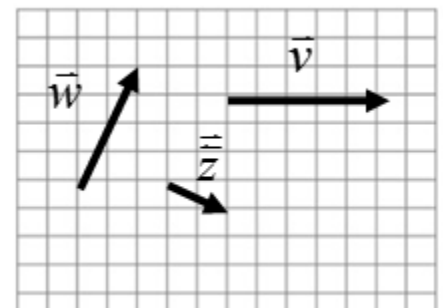
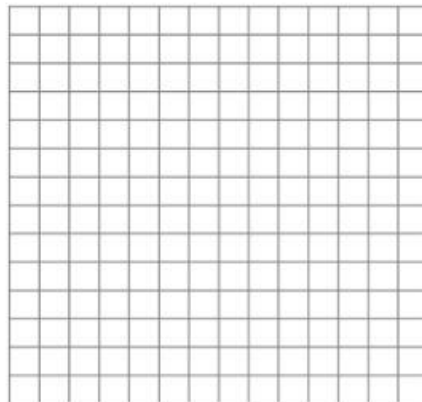
- Resultant (sum) of Two Vectors --- drawn from \_\_\_\_\_ point of first vector to \_\_\_\_\_ point of second vector

Use the vectors at the right to draw the resultant vectors for the following:

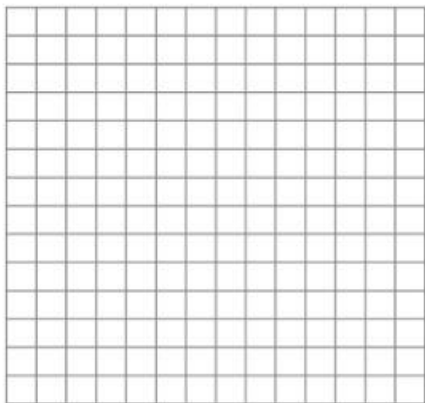
a)  $\vec{v} + \vec{w}$



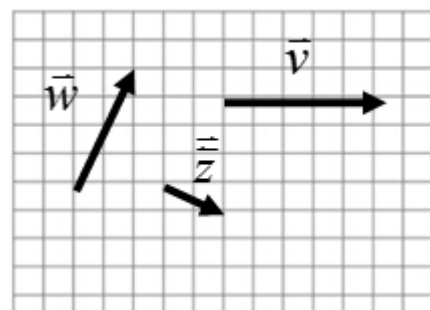
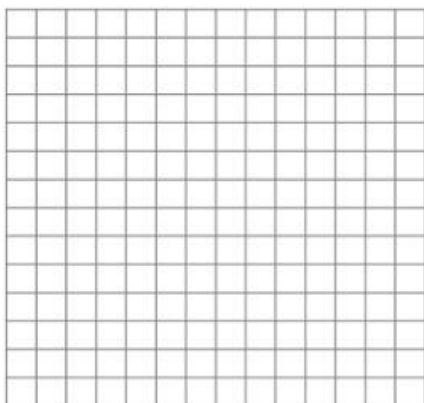
b)  $\vec{w} + \vec{v}$



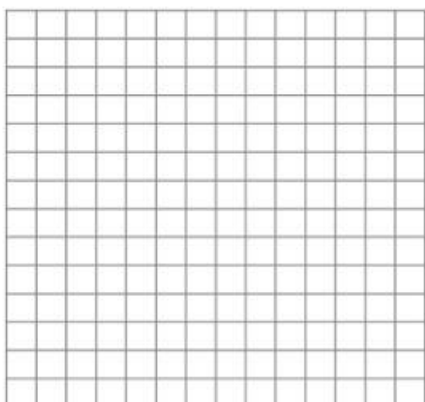
c)  $\vec{v} - \vec{w}$



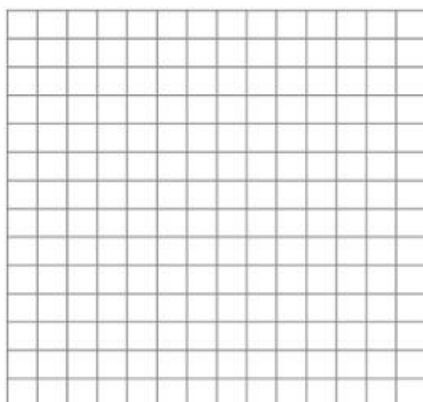
d)  $2\vec{w} + \vec{z}$



e)  $\vec{w} + (\vec{z} + \vec{v})$



f)  $-3\vec{w} + 2\vec{v}$



**Assignment:** Practice Worksheet #1: Sketching Vectors