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What is a scalar?



Scalar quantities are measured with numbers and units.







length (e.g. 16 cm) temperature (e.g. 102°C) time (e.g. 7s)

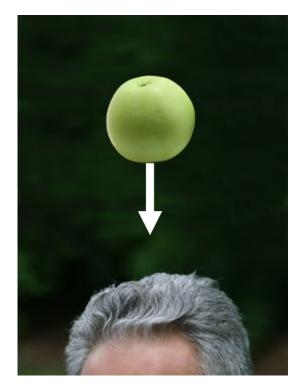




Vector quantities are measured with numbers and units, but also have a specific **direction**.







acceleration (e.g. 30 m/s² upwards)

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displacement (e.g. 200 miles northwest)

force (e.g. 2N downwards)

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Comparing scalar and vector quantities

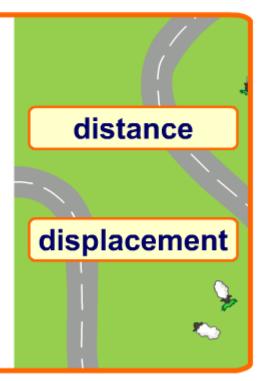


Distance or displacement?

Distance is a **scalar** quantity, whereas displacement is a **vector** quantity.

Click the buttons to find out more about the difference between them.

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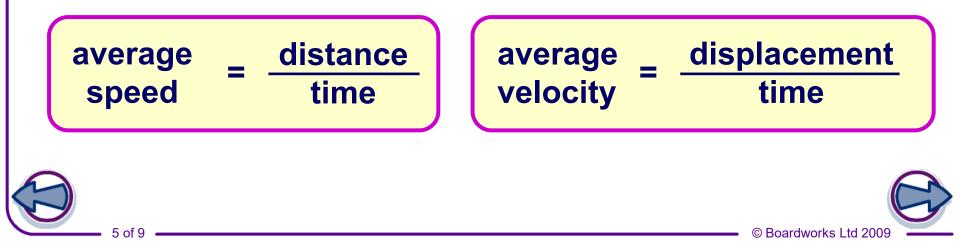
Speed or velocity?

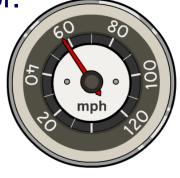
Distance is a scalar and displacement is a vector. Similarly, speed is a scalar and velocity is a vector.

Speed is the rate of change of **distance** in the direction of travel. Speedometers in cars measure speed.

Velocity is a rate of change of displacement and has both magnitude and direction.

Averages of both can be useful:



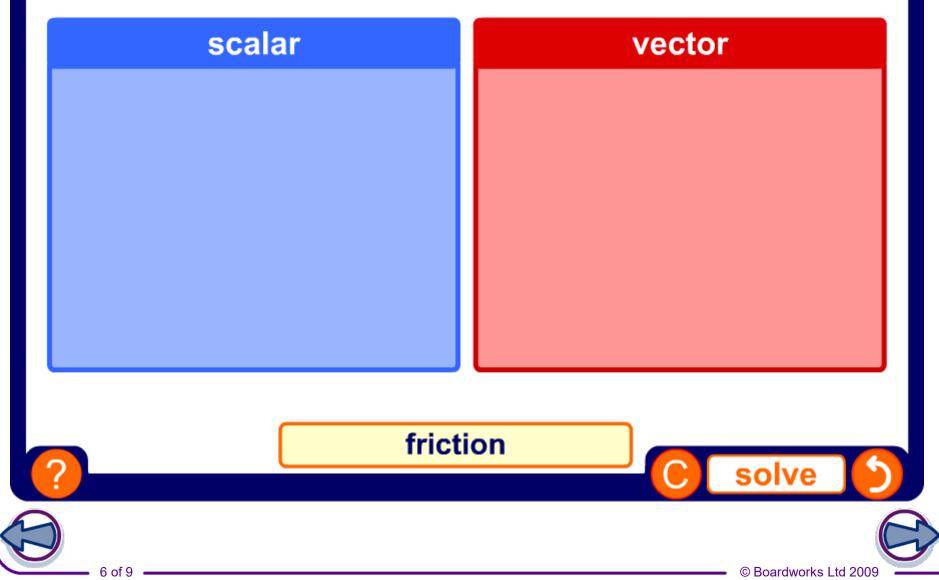








Are these quantities scalars or vectors?



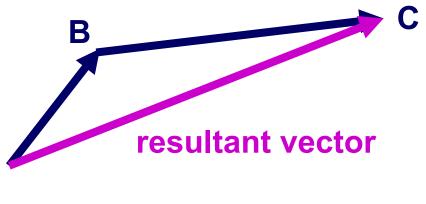
Adding vectors



Displacement is a quantity that is **independent** of the route taken between start and end points.

If a car moves from A to B and then to C, its total displacement will be the same as if it had just moved in a straight line from A to C.

Two or more displacement vectors can be added "nose to tail" to calculate a **resultant vector**.



Any two vectors of the same type can be added in this way to find a resultant.

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Simplifying vectors

Because of the way vectors are added, it is always possible to simplify a vector by splitting it into **components**.

Imagine that instead of traveling via B, the car travels via D:

Its displacement is the same, but it is now much easier to describe.

How would you describe the car's displacement in component terms? A X component

The car has a final displacement of *x* miles east and *y* miles north. This can be represented by (*x*, *y*).



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Understanding vector calculations



