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I. Rotation vs. Revolution
a. Rotation is when an object turns about an $\qquad$ axis. Example:
b. Revolution is when an object turns about an $\qquad$ axis. Example:
II. Tangential vs. Rotational Speed
a. The $\qquad$ speed is when the object is moving along a circular path. It is $\qquad$ angles to the radius. The direction of motion is always $\qquad$ to the circle.
b. A point on the outer edge moves a $\qquad$ distance than a point at the center so the tangential speed is $\qquad$ on the outer edge than closer to the axis. $\mathrm{V}_{\mathrm{t}}=$ $\qquad$ Unit: $\qquad$
c. The $\qquad$ speed is the number of $\qquad$ per unit of time. All parts of the object rotate about their axis in the $\qquad$ amount of time. Expressed in $\qquad$ which stands for revolutions per $\qquad$ . Other example units would be:
III. Centripetal Force/Acceleration \& Centrifugal Force
a. The $\qquad$ force is any force that causes an object to follow a circular path. It pulls an object out of its straight-line path and into a $\qquad$ path. This $\qquad$ force is directed at
$\qquad$ angles to the path of a moving object. $\mathrm{F}_{\mathrm{c}}=$ $\qquad$ Unit: $\qquad$
b. $\qquad$ acceleration measures how quickly the direction of velocity changes. It can be compared to $9.8 \mathrm{~m} / \mathrm{s}^{2}$ or 1 $\qquad$ . $\mathrm{A}_{\mathrm{c}}=$ $\qquad$ Unit: $\qquad$
c. The $\qquad$ force is fictitious force. It is actually your own $\qquad$ pressing against the outside of the circle.
IV. Center of Gravity is the point located at the object's $\qquad$ position of weight.
a. An object will remain $\qquad$ if the CG is above its base support or supported at that point.
b. A block topples when the $\qquad$ extends beyond its support base.
c. A projectile rotates about its $\qquad$ -.
V. Torque - produces $\qquad$ . When a force is applied with " $\qquad$ $"$
a. $\quad$ Torque $=$ $\qquad$ X $\qquad$ Unit: $\qquad$
b. When the force is perpendicular, the distance from the turning axis to the point of contact is called the $\qquad$ —.
c. The greater the force or lever arm the greater the $\qquad$ _.
d. A pair of torques can $\qquad$ each other. $(\mathrm{Fd})_{\mathrm{ccw}}=(\mathrm{Fd})_{\mathrm{cw}}$
Example: A 60 kg boy sits on a seesaw 1.0 m from the fulcrum. What is the distance from the fulcrum should the 30 kg girl sit in order to balance the seesaw?

## VI. Rotational Inertia

a. Linear inertia (Newton's first law): An object at rest tends to stay at $\qquad$ , and an object in motion tends to remain $\qquad$ in a straight line.
b. Rotational inertia: An object rotating about an axis tends to keep $\qquad$ about that axis, while nonrotating object tends to stay $\qquad$ -
c. Just as it takes a force to change linear state of motion, a $\qquad$ is required to change the rotational state of motion of an object.

1. The greater mass on an object, the $\qquad$ the rotational inertia.
2. With rotation on an object, the greater the distance between the axis and the bulk of the mass, the $\qquad$ rotational inertia.
3. A solid cylinder rolls down an incline $\qquad$ than a hollow one, of the same mass and diameter.
4. A hollow cylinder has $\qquad$ rotational inertia and the mass will be more "_ " in gaining speed. So, its acceleration will be $\qquad$ _.
d. Rotational Inertia and Gymnastics
5. Extending an arm or leg $\qquad$ rotational inertia. (ice skaters)
6. The rotational inertia is $\qquad$ when arms and legs are drawn inward in the tuck position. (somersault or flip)
VII. Angular Momentum = $\qquad$ x $\qquad$ x $\qquad$ Unit: $\qquad$
a. The greater the tangential velocity, $\qquad$ its angular momentum.
b. Law of conservation of momentum - if no unbalanced external torque acts on a rotating system, the angular momentum of the system is $\qquad$ .

Example: When a person pulls his/her arms and the whirling weights inward, he/she
$\qquad$ their radius, and their tangential speed correspondingly $\qquad$ while
$\qquad$ angular momentum.

