

## MCAT and Multiple Representations

■ From the recent guide on the revisions taking place to the MCAT. Physical science skills to be tested include:

#### **MCAT Preview Guide**

### Skill 1: Knowledge of Scientific Concepts and Principles

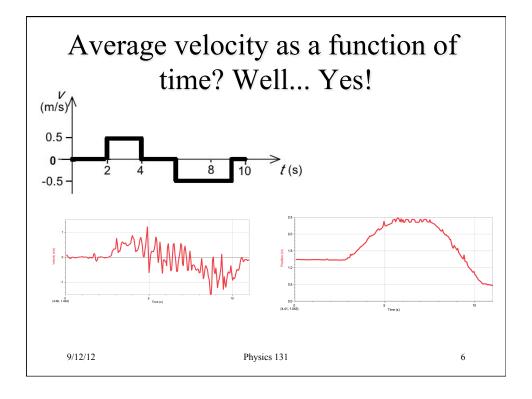
- Identifying the relationships between different representations of concepts (verbal, symbolic, graphic)
- Using mathematical equations to solve problems

### Skill 2: Scientific Reasoning and Problem-solving

Determining and using scientific formulas to solve problems

#### Skill 4: Data-based and Statistical Reasoning

- Using, analyzing, and interpreting data in figures, graphs, and tables
- Evaluating whether representations make sense for particular scientific observations and data



# Foothold ideas: Velocity



■ Average velocity is defined by

$$\langle \vec{v} \rangle = \frac{\Delta \vec{r}}{\Delta t} = \frac{\text{vector displacement}}{\text{time it took to do it}}$$

Note: an average velocity goes with a <u>time interval</u>.

■ Instantaneous velocity is what we get when we consider a very small time interval (compared to times we care about)

$$\vec{v} = \frac{d\vec{r}}{dt}$$

Note: an instantaneous velocity goes with a specific time.

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## Foothold ideas: Acceleration



■ Average acceleration is defined by

$$\langle \vec{a} \rangle = \frac{\Delta \vec{v}}{\Delta t} = \frac{\text{change in velocity}}{\text{time it took to do it}}$$

Note: an average acceleration goes with a <u>time interval</u>.

■ Instantaneous acceleration is what we get when we consider a very small time interval (compared to times we care about)

$$\vec{a} = \frac{d\vec{v}}{dt}$$

Note: an instantaneous acceleration goes with a specific time.

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### Technical term alert!

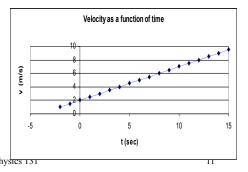
- Note that in physics we use the term "acceleration" in a technically defined way:

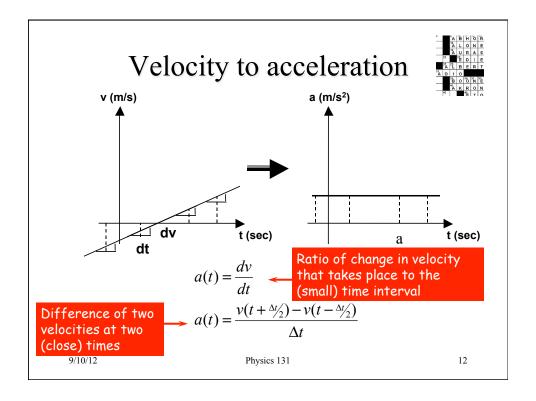
  "acceleration" = changing velocity
- The object may be speeding up or slowing down or keeping the same speed and changing direction. We still say "it is accelerating."
- In common speech "acceleration" = speeding up, "deceleration" = slowing down, and "turning"=changing direction.
- How many (physics) accelerators are there on your car?

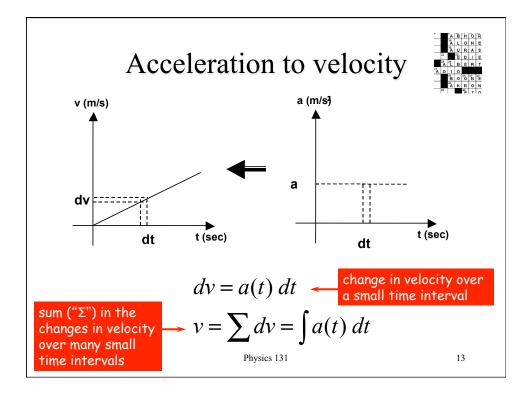
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## Uniformly changing motion

- If an object moves so that it changes its velocity by the same amount in each unit of time, we say it is in <u>uniformly accelerated motion</u>.
- This means the average acceleration will be the same no matter what interval of time we choose.







### What have we learned?



Position  $\hat{r} = x\hat{i} + y\hat{j}$  (where x and y are signed lengths)

■ Velocity 
$$\langle \vec{v} \rangle = \frac{\Delta \vec{r}}{\Delta t}$$
  $\vec{v} = \frac{d\vec{r}}{dt}$ 

■ Acceleration 
$$\langle \vec{a} \rangle = \frac{\Delta \vec{v}}{\Delta t}$$
  $\vec{a} = \frac{d\vec{v}}{dt}$ 

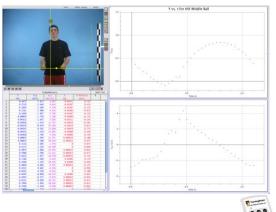
- Seeing from the motion
- Seeing consistency (graphs & equations)

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## Figuring out acceleration

- Look at the y-t, and v<sub>y</sub>-t plots for a ball going up and down.
- Acceleration is the derivative of the velocity. How is the velocity changing? Why?

$$\vec{a} = \frac{d\vec{v}}{dt}$$



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