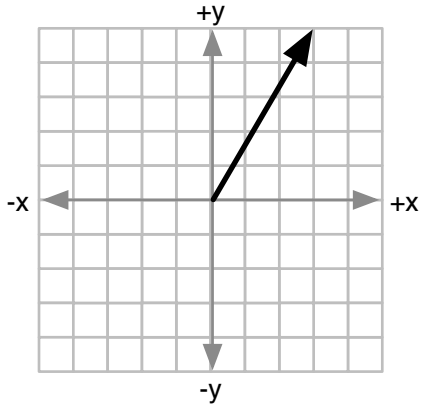
Wk 22 Projectile Motion

name:

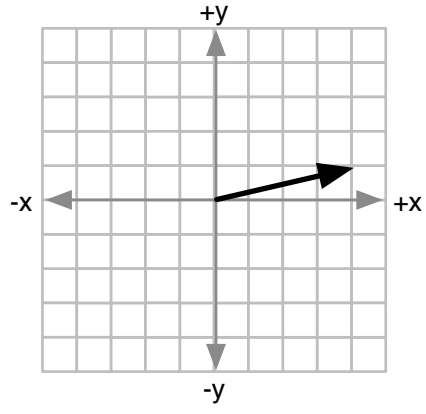
2. Components

Draw in the components, then determine how much of the vector is in the x direction and how much is in the y direction.



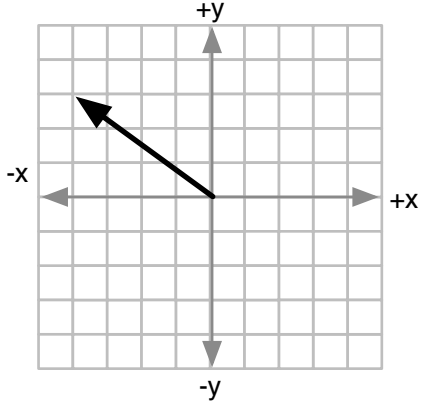
Vx =

Vy =



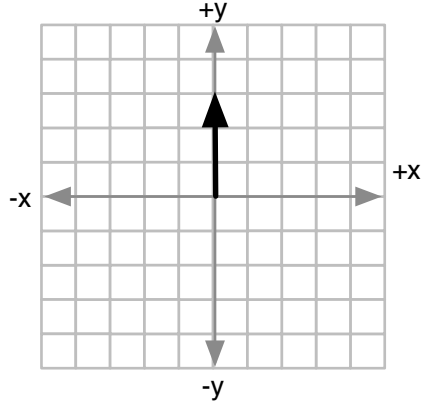
Vx =

Vy =



Vx =

Vy =



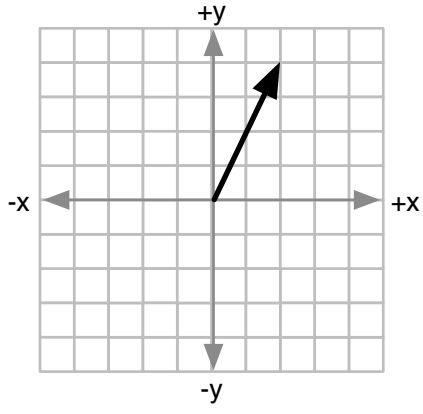
Vx =

Vy =

Wk 22 Projectile Motion

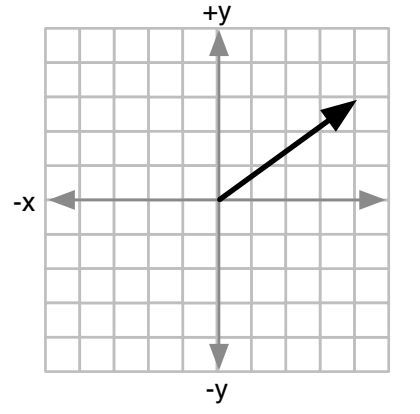
name:

2. Components



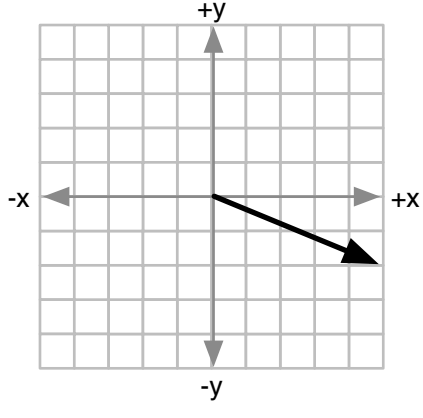
Vx =

Vy =



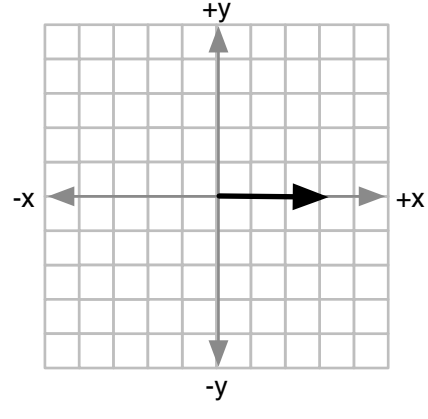
Vx =

Vy =



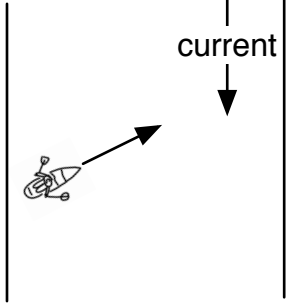
Vx =

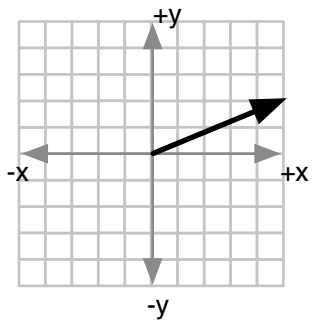
Vy =



Vx =

Vy =

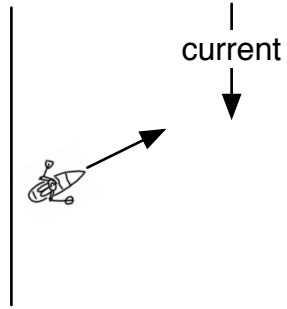


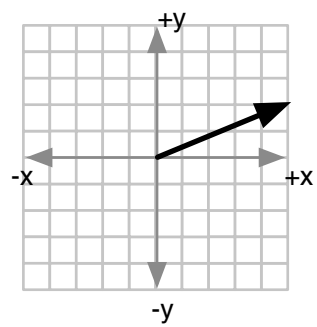


x-component:_____

Purpose of x component:

y-component:_____ Purpose of y component:

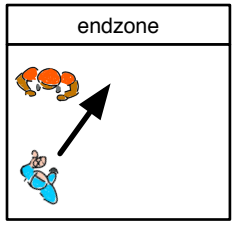


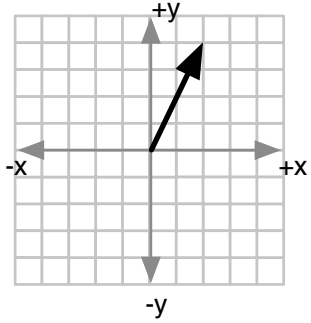


x-component:_____

Purpose of x component:

y-component:_____ Purpose of y component:

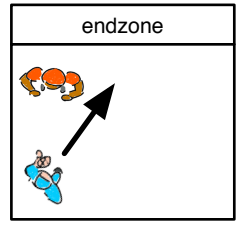


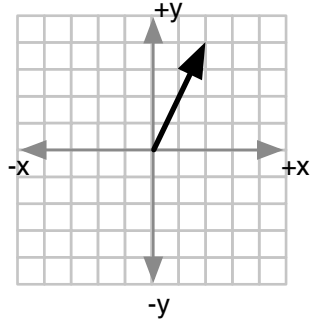


x-component:_____

Purpose of x component:

y-component:_____ Purpose of y component:

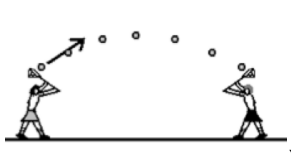


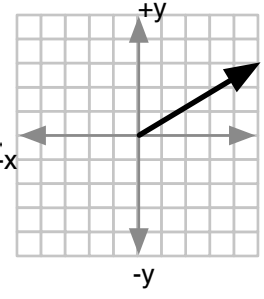


x-component:_____

Purpose of x component:

y-component:_____ Purpose of y component:

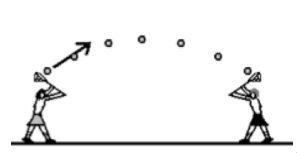


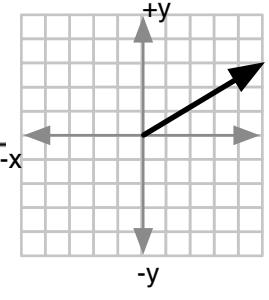


x-component:_____

Purpose of x component:

y-component:_____ Purpose of y component:





x-component:_____

Purpose of x component:

y-component:_____ Purpose of y component: