

Mechanics Level 2 Projectile Motion

[Level 2 Physics Formula Sheet](#)

- [Projectile Motion](#) (Movement in two dimensions)
 - Use [Trigonometry](#) to find Vertical velocity and Horizontal initial velocity components
 - [Vertical](#) Axis - downward acceleration at g , **use kinematic equations**
 - [Horizontal](#) Axis - no acceleration due to forces being balanced, use $v = d/t$
 - **Time**, t , is the only scalar (not a vector) so ties both Vertical and Horizontal together

[Projectile Motion: what to do](#)

[- link to slide](#)

[Projectile Motion PhET Application_-](#)

[link](#)

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- Remember that **Vectors** have a **magnitude** and **direction!**