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| Unit:  | G481 Mechanics |
| Module: | 1 Motion |
| Lesson: | 3: Vector Addition |
| Links to specification: | * draw and use a vector triangle to determine the resultant of two coplanar vectors such as displacement, velocity and force;
* calculate the resultant of two perpendicular vectors such as displacement, velocity and force;
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| Key questions: | How can a vector triangle be used to find a resultant vector? |
| Key words: | Vector, resultant, soh cah toa |
| Starter: | Use results from last lesson, or made up results, to calculate perpendicular vectors |
| Main activities: | See vector addition on <http://phet.colorado.edu/sims/vector-addition/vector-addition_en.html>Complete questions to find the resultant vector of two coplanar vectors – use both vertical/horizontal and parallel/perpendicular scenarios  |
| Plenary: | Vector cards |
| Homework: | Lesson 3 Questions |
| Extension tasks: | Adding multiple vectors |