

Each Kg has a gravitational pull of 9.8N.

Gravitational field strength	Gravity exerted around an object.	Earth's gfs = 9.8N/kg
------------------------------	--	-----------------------

Unit	Newton (N)	1N
Kilo	Kilonewton (KN) = 1000	1X 10 ³
Mega	Meganewton (MN) = 1000,000	1 X 10 ⁶

Centre of mass **The weight of an object acts through a single point**

Force	Push or pull	Stretch, squash, turn.
Contact force	Exerted between two objects when they touch	Friction, air resistance, tension.
Non-contact force	Exerted between two objects without touching	Gravity, electrostatic forces, magnetic forces.

Resolving forces
An object pulled with a force at an angle
A single force can be split into two components acting at right angles to each other.
The component forces combined have the same effect.

Weight = mass X gravitational field strength $W = m \times g$

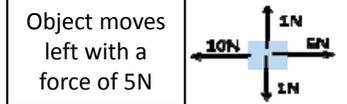
Weight	Force acting upon an object due to gravity	Newton (N)
Mass	How much matter	Kilograms (Kg)

Gravity

Resultant force
The overall effect of all of the forces acting upon an object
Two forces acting in the same direction are added.
Two forces acting in the opposite direction are taken away.

HIGHER ONLY
Work done against frictional forces, temperature of object rises.

Free body diagram **Show magnitude and direction of all forces upon an object**



Scalar	A quantity that only has magnitude (size)	e.g. mass, time, speed, temperature, energy,
Vector	A quantity that only has magnitude and direction	e.g. force, velocity, momentum

Forces and their interactions

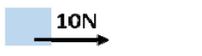
AQA FORCES – part 1

Work done and energy transfer

Work done
When work is done, energy is transferred
Work done = force X distance moved $W = F \times s$
1J of work is done when 1N of force moves an object through a distance of 1m, in the direction of the force.

If force is at right angles to direction of movement, NO work is done.

An arrow can be used to show vectors
Length of arrow = magnitude of vector
Direction of arrow = direction of vector



Scalar and vector quantities

PHYSICS ONLY
 $M = F \times d$

Moment = force X distance

Velocity	Speed + direction	The speed of a car is 30m/s. A car moves forward with a velocity of 30m/s
Distance	How far	The table is 1m long
Displacement	Distance + direction	The beach is 1km due east of the town

Moments, levers and gears
Moment **Turning effect of a force about a pivot**
Lever **A small force exerted with a long lever applies a large force**

Area	Metres squares (m²)
Weight	Newton (N)
Mass	Kilograms (kg)
Gravitational field strength	Newton per kilogram (N/Kg)
Force	Newton (N)
Work done	Joules (J)
Distance	Metres (m)
Moment	Newton-metres (Nm)

Gears **Increase or decrease the rotational effect of a force**

Principle of moments
In a balanced system, the sum of the clockwise moments = the sum of the anti-clockwise moments

HIGHER ONLY
Pressure

Pressure = Force ÷ Area
 $P = F \div A$

Fluid **A liquid or gas**
Flows and changes shape to fill a container.

Pressure and depth
Pressure on divers depends on weight of water above

Upthrust
Resultant force exerted by a fluid

Hydraulic machine **Use liquids to transmit pressure**

Atmospheric pressure
Caused by billions of air particles colliding with a surface.

Stretching a spring

Force = spring constant X extension, $F = k \times e$
 $EPE = \frac{1}{2} \times \text{spring constant} \times (\text{extension})^2$, $EPE = \frac{1}{2} k e^2$

Elastic Potential energy (EPE) Energy stored in a stretched spring

Force	Newton (N)
Spring constant	Newton per metre (N/m)
Extension	Metres (m)
EPE	Joules (J)

Pressure = height X density X gfs

Relay
A device using a small current to control a larger current in another circuit

Solenoid is wound around an iron core. Small current magnetises the solenoid. This attracts to electrical contacts, making a complete circuit. Current flows from battery to starter motor.

Electromagnet
Lots of turns of wire increase the magnetising effect when current flows

Turn current off, magnetism lost.

Increase strength of magnetic field

- Use larger current
- Use more turns of wire
- Put turns of wire closer together
- Use iron core in middle

Split-ring commutator
Split ring touching two carbon brush contacts

Loud speakers
Converts variations in electrical current into sound waves.

Varying current flows through a coil that is in a magnetic field. A force on the wire moves backwards and forwards as current varies. Coil connected to a diaphragm. Diaphragm movements produce sound waves.



Generators
Coil of wire rotating inside a magnetic field. The end of the coil is connected to slip rings.

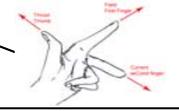
Produces altering current.

Microphones
Converts pressure variations in sound waves into variations in current in electrical circuits.

Fleming's left-hand rule

To predict the direction a straight conductor moves in a magnetic field.

Thumb	Direction of movement.
First finger	Direction of magnetic field.
Second finger	Direction of current.



Solenoid
A long coil of wire

Magnetic field from each loop adds to the next.

Right hand rule

Thumb: Direction of current.
Fingers: Direction of magnetic field.

Magnetic field around a wire

Motor effect

HIGHER only

AQA MAGNETISM AND ELECTROMAGNETISM

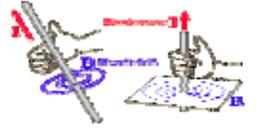
Reverse current, magnetic field direction reverses.

Further away from the wire, magnetic field is weaker.

Current large enough, iron filings show circular magnetic field.

If current is small, magnetic field is very weak.

Electric current flowing in a wire produces a magnetic field around it.



Magnetic fields from the permanent magnet and current in the foil interact. This is called the motor effect.

$$F = B \times I \times l$$

Force = magnetic flux density X current X length

If current and magnetic field are parallel to each other, no force on wire.

Reverse the current, foil moves upwards.

Aluminium foil placed between two poles of a strong magnet, will move downwards when current flows through the foil.

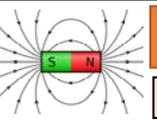
Size of force acting on foil depends on magnetic flux density between poles, size of current, length of foil between poles.

Magnetic flux
Lines drawn to show magnetic field

Lots of lines = stronger magnets.

Magnetic flux density
Number of lines of magnetic flux in a given area

Measures the strength of magnetic force.



Permanent and Induced Magnetism

Magnets

Magnetic	<i>Materials attracted by magnets</i>	Uses non-contact force to attract magnetic materials.
North seeking pole	<i>End of magnet pointing north</i>	Compass needle is a bar magnet and points north.
South seeking pole	<i>End of magnet pointing south</i>	Like poles (N – N) repel, unlike poles (N – S) attract.
Magnetic field	<i>Region of force around magnet</i>	Strong field, force big. Weak field, force small. Field is strongest at the poles.
Permanent	<i>A magnet that produces its own magnetic field</i>	Will repel or attract other magnets and magnetic materials.
Induced	<i>A temporary magnet</i>	Becomes magnet when placed in a magnetic field.

National Grid
Distributes electricity generated in power stations around UK

PHYSICS HIGHER only

Induced potential
When a conducting wire moves through a magnetic field, p.d. is produced

Generator effect
Generates electricity by inducing current or p.d.

Uses of the generator effect
Dynamo, Microphones

Transformer
Two coils of wire onto an iron core

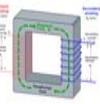
Alternating current supplied to primary coil, making magnetic field change. Iron core becomes magnetised, carries changing magnetic field to secondary coil. This induces p.d.

$$\text{Power lost} = \text{Potential difference} \times \text{Current}$$

$$\text{Power supplied to primary coil} = \text{power supplied to secondary coil}$$

$$V_p \times I_p = V_s \times I_s$$

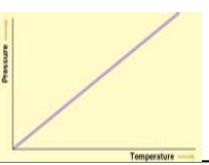
Step-up transformers	Step-down transformers
<i>Increase voltage, decrease current</i>	<i>Decrease voltage, increase current</i>
Increases efficiency by reducing amount of heat lost from wires.	Makes safer value of voltage for houses and factories.



Voltage across the coil X number of coils (primary) = Voltage across the coil X number of coils (secondary)

$$V_p \div V_s = n_p \div n_s$$

Force	Newton (N)
Magnetic flux density	Tesla (T)
Current	Amperes (A)
Length	Metres (m)
Power	Watts (W)
p.d.	Voltage (V)



Pressure of a fixed volume of gas increases as temperature increases (temperature increases, speed increases, collisions occur more frequently and with more force so pressure increases).

Temperature of gas is linked to the average kinetic energy of the particles.

If kinetic energy increases so does the temperature of gas.

No kinetic energy is lost when gas particles collide with each other or the container.

Gas particles are in a constant state of random motion.

$$P = m \div V$$

Density = mass \div volume.

Density *Mass of a substance in a given volume*

Kinetic theory of gases

State	Particle arrangement	Properties
Solid	Packed in a regular structure. Strong forces hold in place so cannot move.	Difficult to change shape.
Liquid	Close together, forces keep contact but can move about.	Can change shape but difficult to compress.
Gas	Separated by large distances. Weak forces so constantly randomly moving.	Can expand to fill a space, easy to compress.

	Units
Density	Kilograms per metre cubed (kg/m³)
Mass	Kilograms (kg)
Volume	Metres cubed (m³)
Energy needed	Joules (J)
Specific latent heat	Joule per kilogram (J/kg)
Change in thermal energy	Joules (J)
Specific heat capacity	Joule per kilogram degrees Celsius (J/kg°C)
Temperature change	Degrees Celsius (°C)
Pressure	Pascals (Pa)

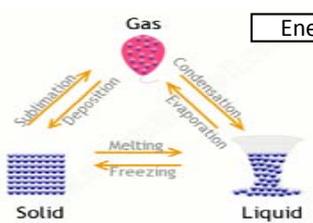
Particle model

AQA PARTICLE MODEL OF MATTER

Internal energy and energy transfers

Change of state

Freezing	Liquid turns to a solid. Internal energy decreases.
Melting	Solid turns to a liquid. Internal energy increases.
Boiling / Evaporating	Liquid turns to a gas. Internal energy increases.
Condensation	Gas turns to a liquid. Internal energy decreases.
Sublimation	Solid turns directly into a gas. Internal energy increases.
Conservation of mass	When substances change state, mass is conserved.
Physical change	No new substance is made, process can be reversed.



Energy needed = mass X specific latent heat.

$$\Delta E = m \times L$$

Pressure

PHYSICS ONLY: when you do work the temperature increases e.g. pump air quickly into a ball, the air gets hot because as the piston in the pump moves the particles bounce off increasing kinetic energy, which causes a temperature rise.

Reducing the volume of a fixed mass of gas increases the pressure.
Halving the volume doubles the pressure.

$$PV = \text{constant.}$$

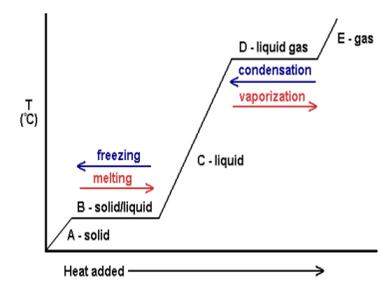
$$P_1V_1 = P_2V_2$$

Specific Heat Capacity	<i>Energy needed to raise 1kg of substance by 1°C</i>	Depends on:
		<ul style="list-style-type: none"> Mass of substance What the substance is Energy put into the system.

Change in thermal energy = mass X specific heat capacity X temperature change.

$$\Delta E = m \times c \times \Delta \theta$$

Internal energy	<i>Energy stored inside a system by particles</i>	Internal energy is the total kinetic and potential energy of all the particles (atoms and molecules) in a system.
	<i>Heating changes the energy stored within a system</i>	Heating causes a change in state. As particles separate, potential energy stored increases. Heating increases the temperature of a system. Particles move faster so kinetic energy of particles increases.





Milky Way our galaxy.

Planet	<i>A large body orbiting the Sun</i>
Moon	<i>A natural satellite orbiting a planet</i>
Dwarf planet	<i>A body large enough to have its own gravity which caused a spherical shape</i>
Solar system	<i>Any object orbiting the Sun due to gravity</i>
Galaxy	<i>Collection of billions of stars</i>
Universe	<i>Collection of galaxies</i>



Comets, asteroids, satellites.

Other objects.

Solar system

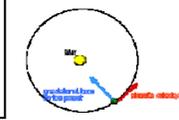
Effect of gravity.

- Gravity causes moons to orbit planets, planets to orbit the Sun, stars to orbit galaxy centres.
- Force of gravity changes the moon's direction not its speed.
- Gravity pulls objects towards the ground.

- Too fast = disappears into Space.
- Correct speed = steady orbit around Earth.
- Too slow = falls to Earth.

Speed of Orbit.

To calculate speed of Orbit: distance object moves in 1 orbit, Distance = $2\pi r$, then average speed = distance ÷ time.



Orbital motions

HIGHER:

- Velocity = a vector.
- A planet's velocity changes but speed remains constant.

HIGHER: Circular orbits.

- Planets close to the Sun, gravity pull is strong. Planets move quickly.
- Planets further away from the Sun, gravity pull is weaker. So speed of planet is slower.

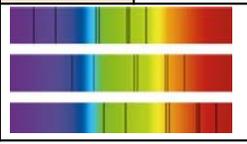
The life cycle of a star.

Nebula	<i>A cloud of cold hydrogen gas and dust</i>	Cloud collapses due to gravity, particles move very fast colliding with each other, kinetic energy transfers into internal energy and the temperature increases.
Protostar	<i>The large ball of gas contracts to form a star</i>	High temperature causes Hydrogen nuclei to collide and nuclear fusion begins. A star is 'born'.
Main sequence	<i>Stable period of star</i>	Gravity tries to collapse the star but enormous pressure of fusion energy expands and balances the inward force.

AQA SPACE PHYSICS PHYSICS ONLY

Red shift

Understanding models.

Red-shift	<i>The observed increase in wavelength of light from most distant galaxies. Light moves towards the red end of the spectrum.</i>
Hubble (1929)	<i>He studied light from distant galaxies; found as frequency decreases, wavelength increases.</i>
	Light from star in our galaxy. Light from star in nearby galaxy. Light from star in distant galaxy.
The Big Bang	<i>Universe began 13.8 billion years ago</i>
All matter and space expanded violently from a single point.	Red—shift provides evidence for expansion.

- Galaxies are moving away from us in all directions.
- Light from distant galaxies is red-shifted, so galaxy is moving away from us.
- Galaxies further away have bigger red-shift so are moving faster away.

Stars the same size as our Sun.

Red giant	<i>A large star that fuses Helium into heavier elements</i>	Hydrogen runs out, star becomes unstable, pressure inside drops causing star to collapse. Atoms now closer together results in atoms fusing and temperature increases. This increase in temperature causes the core to swell.
White dwarf	<i>Star collapses</i>	Nuclear fuel runs out, fusion stops, dense very hot core.
Black dwarf	<i>Cold dark star</i>	White dwarf cools down.

Stars larger than our Sun.

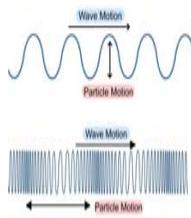
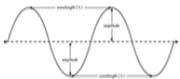
Red super giant	<i>Star swells greatly</i>	Nuclear fuel begins to run out and star swells (more matter = bigger size).
Supernova	<i>Gigantic explosion due to run away fusion reactions</i>	Rapid collapse, heats to very high temperatures causing run away nuclear reactions, star explodes, flinging remnants out into space. Large gravitational forces collapse the core into a tiny space. Remains of supernova form heavier elements (Iron and above)
Neutron star	<i>Very dense star</i>	Made out of neutrons.

Aristotle (ancient Greek)	<i>Earth at the centre, other heavenly bodies move around the Earth.</i>
Copernicus (1473 - 1543)	<i>Sun at the centre, other heavenly bodies move around the Sun.</i>
Galileo (1610)	<i>Made a telescope, looked at Jupiter, found four moons rotating around planet.</i>

Planets and moons moved at different speeds to stars = reason for different positions.

OR if collapse is into a really tiny space. Black hole *No light escapes* Gravitational forces so strong everything is pulled in.

Wave speed	Wave speed = frequency X wavelength	$V = f \lambda$
Wave period	Wave period = $1 \div$ frequency	$T = 1 \div f$
Speed	Speed = distance \div time	$v = d \div t$



Transverse wave	<i>Vibration causing the wave is at right angles to the direction of energy transfer</i>	Energy is carried outwards by the wave.	Water and light waves, S waves.
Longitudinal wave	<i>Vibration causing the wave is parallel to the direction of energy transfer</i>	Energy is carried along the wave.	Sound waves, P waves.

Wavelength	<i>Distance from one point on a wave to the same point of the next wave</i>
Amplitude	<i>The maximum disturbance from its rest position</i>
Frequency	<i>Number of waves per second</i>
Period	<i>Time taken to produce 1 complete wave</i>

Measuring speed

- In water, use a ripple tank.
- In air, use echoes.

Properties

Air Water

Sound waves travelling through different mediums, the frequency stay constant.

Transverse and Longitudinal waves

Waves in air, fluids and solids

Black body radiation

PHYSICS ONLY

Earth and Global warming

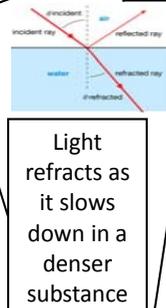
Ultraviolet, visible light, infra-red radiation penetrate atmosphere and heat up Earth's surface.

Longer wavelengths are radiated back, trapped by atmosphere.

Energy lost is not at the same rate as energy being absorbed so Earth heats up.

Angle of incidence = angle of reflection
(i) = (r)

Reflection	Wave bounces off the surface.
Refraction	Waves changes direction at boundary.
Transmitted	Passes through the object.
Absorbed	Passes into but not out of, transfers energy and heats up the object.



PHYSICS HIGHER ONLY

Hearing

Frequencies between 20 - 20,000 Hz

Longitudinal waves cause ear drum to vibrate, amplified by three ossicles which creates pressure in the cochlea.

Electromagnetic waves

Short wavelengths have high frequency and high energy.

PHYSICS ONLY

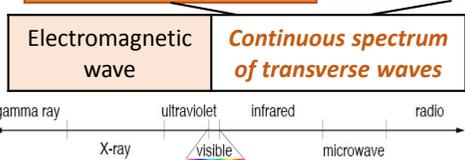
Black body radiation

All objects absorb or reflect infrared radiation

Hotter objects emit more infrared radiation.

Rate of absorption = rate of radiation

Intensity and wavelength of energy affects temperature.



Magnification = image size \div object size

HIGHER: Lenses

Convex	Real or virtual images.	2F	Image same size, upside down, real.
Concave	Only virtual images.	2F - F	Image larger, upside down, real.
		< F	Image bigger, right way, virtual.

	Units
Distance	Metres (m)
Wave speed	Metres per second (m/s)
Wavelength	Metres (m)
Frequency	Hertz (Hz)
Period	Seconds (s)

Seismic waves

P wave	S wave	Seismograph
<i>Longitudinal</i>	<i>Transverse</i>	<i>Shows P and S waves arriving at different times.</i>
<i>Fast</i>	<i>Slow</i>	
<i>Travel through solids and liquids</i>	<i>Travels through solids</i>	
Produced by earthquakes.		

Black surfaces	<i>Good emitters, good absorbers</i>
White surfaces	<i>Poor emitters, poor absorbers</i>
Shiny surfaces	<i>Good reflectors</i>



EM wave	Danger	Use
Radio	Safe.	Communications, TV, radio.
Microwave	Burning if concentrated.	Mobile phones, cooking, satellites.
Infrared		Heating, remote controls, cooking.
Visible	Damage to eyes.	Illumination, photography, fibre optics.
Ultra violet	Sunburn, cancer.	Security marking, disinfecting water.
X-ray	Cell destruction, mutation, cancer.	Broken bones, airport security.
Gamma		Sterilising, detecting and killing cancer.

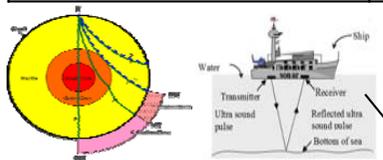
Specular	Flat surface reflection.
Diffuse	Rough surface reflection.

Low frequency, long wavelength.

High frequency, short wavelength.

White Wave lengths reflected

Black Wave lengths absorbed



Slide 5

CB1 This sentence does not make sense but I don't want to add anything in as wasn't sure I would take the sentence in the way you intended!

Clare Buffham, 07/10/2017

MCD1 words missed out of sentence

Ms C. Dawes, 02/11/2017