gpb.org/physics-motion

## Graphical Resolution of Vectors

Main Ideas, Key Points, Questions:

After watching the video segment, write down key points, main ideas, and big questions.

## Objective(s):

- Graphically add and subtract vector quantities.
- Resolve vectors into their components using graphical methods.


## Notes:

During the video segment, use words, phrases, or drawings to take notes.

Answer the following.

1. What are the two parts of a vector quantity?
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$\qquad$
2. What does the sign of a vector quantity represent?
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$\qquad$
3. If two vector quantities are in the same direction, how would you determine the resultant of these two vectors?
$\qquad$
$\qquad$
4. If two vector quantities are in opposite directions, how would you determine the resultant of these two vectors?
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$\qquad$
5. What does it mean for a vector quantity to be in two dimensions?
6. Resolve the two-dimensional vector below into two, one-dimensional vectors:

