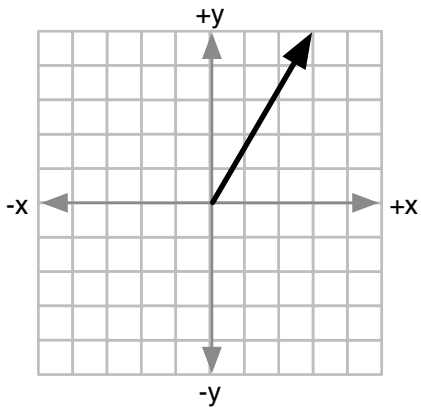


# Week 21 2D Motion

## Day 4, Part 1: Components

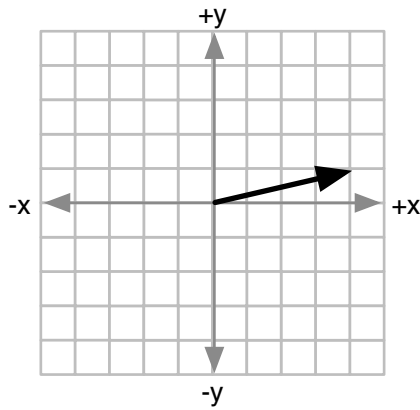
Name: \_\_\_\_\_

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



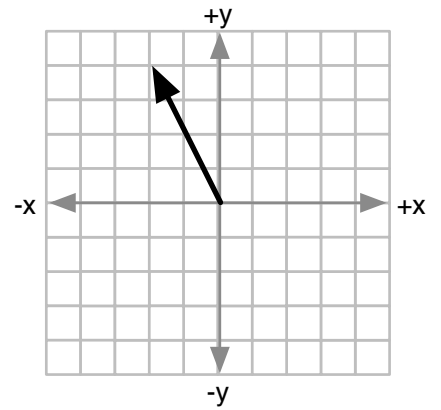
x-component:

y-component:



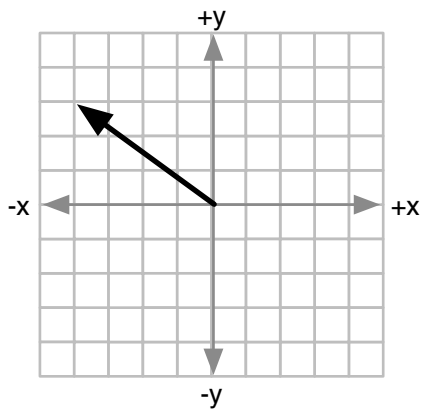
x-component:

y-component:



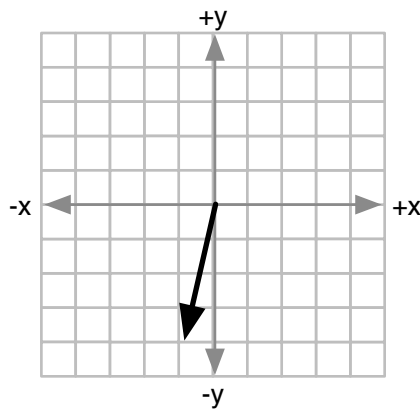
x-component:

y-component:



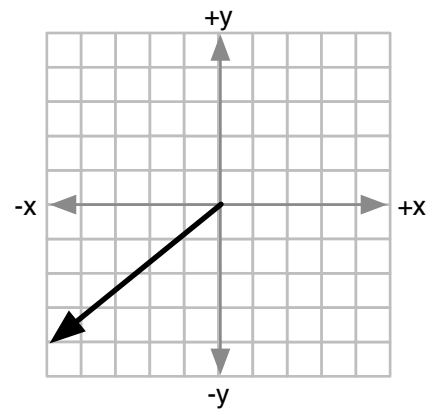
x-component:

y-component:



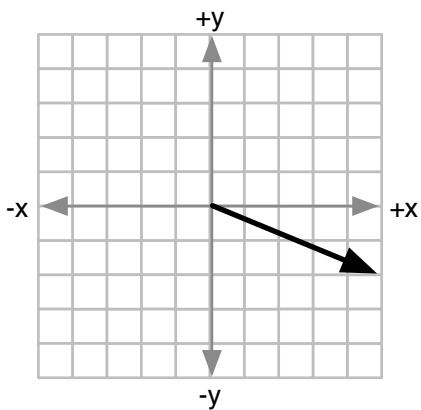
x-component:

y-component:



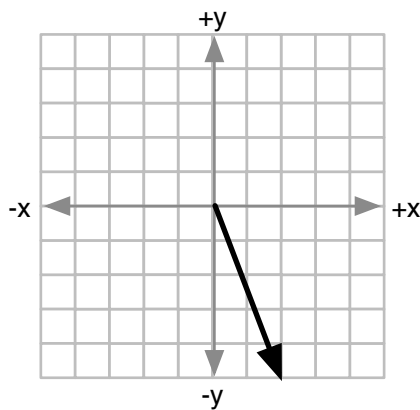
x-component:

y-component:



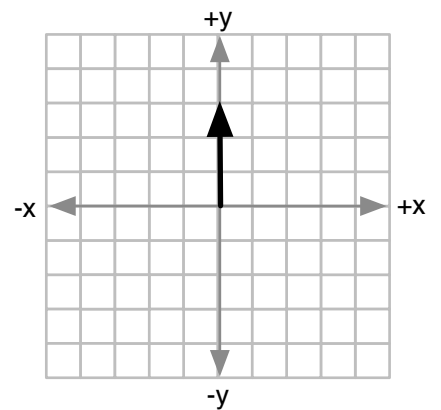
x-component:

y-component:



x-component:

y-component:

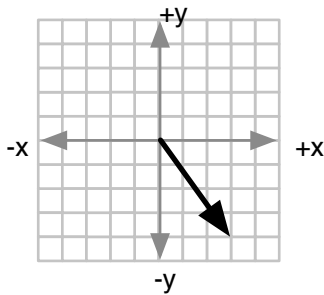
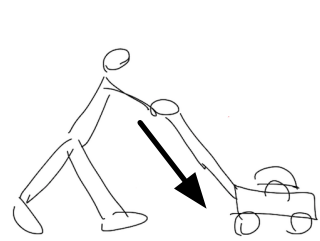


x-component:

y-component:

## Part 2: Useful and Non-Useful 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.

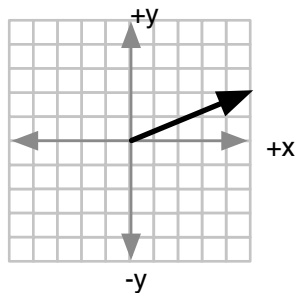
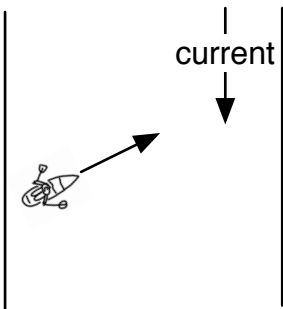


Which component is actually pushing the lawnmower forward?

What is the other component doing to the lawnmower?

x-component:  
y-component:

---

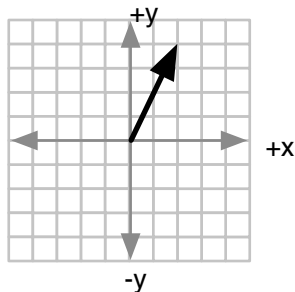
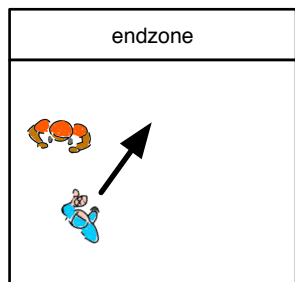


Which component is carrying the rower across the river?

What is the other component doing?

x-component:  
y-component:

---

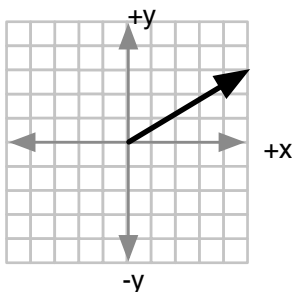


Which component is taking the player toward endzone?

Why does he have the other component?

x-component:  
y-component:

---



Which component is actually carrying the ball to the other player?

Why is the other component important?

x-component:  
y-component: