

## Summary Questions

1. Create a study guide based on the points listed in the margin on page 58. For each point, create three or four sub-points that provide relevant examples, diagrams, and equations.
2. Refer to the Starting Points questions on page 58. Answer these questions using what you have learned in this chapter. How have your answers changed?
3. Design a one-page graphic organizer that describes each of the following:
  - how to solve the different types of projectile motion problems
  - how to add vectors by scale diagram in two dimensions

## Vocabulary

- |                          |                           |                        |
|--------------------------|---------------------------|------------------------|
| resultant vector (p. 61) | projectile (p. 76)        | time of flight (p. 76) |
| component vector (p. 68) | projectile motion (p. 76) | range (p. 76)          |

## CAREER PATHWAYS

SKILLS HANDBOOK  A7

Grade 11 Physics can lead to a wide range of careers. Some require a college diploma or a B.Sc. degree. Others require specialized or post-graduate degrees. This graphic organizer shows a few pathways to careers related to topics covered in this chapter.

1. Select an interesting career that relates to Motion in Two Dimensions. Research the educational pathway you would need to follow to pursue this career. What is involved in the required educational programs? Summarize your findings in a brief report.
2. What is involved in becoming a cartographer? Which educational programs would you need to complete to pursue this career, and in what fields do cartographers work? Research at least two programs and share your findings with a classmate.

