

15.1: FORCES AND MATTER: SOLIDS

$E = \frac{1}{2} k x^2$

Work done in stretching elastic objects
Energy Stored as elastic PE

Elastic Potential Energy

Object returns to original shape when deforming forces removed

Elastic Deformation

Compressing, stretching or bending always requires multiple forces

Plastic Deformation

Object does not return to original shape when deforming shape removed

The point beyond which plastic deformation occurs

Limit of proportionality

Extension is directly proportional to force applied, up to the limit of proportionality

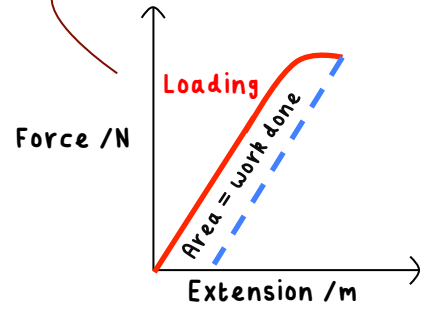
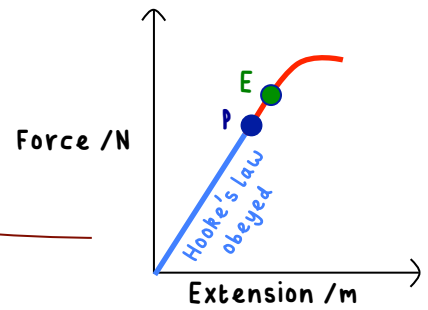
Hooke's Law

$F = k x$

Spring Constant

Gradient = Spring Constant

Measured in Nm^{-1}



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15.2: FORCES AND MATTER: FLUIDS

Floating and Sinking

Submerged objects experience greater pressure below than above

Causes resultant upwards force

Objects sink if weight > upthrust

Sinking

Upthrust

Weight = Mass x Gravitational Field Strength

Measured in Newtons, N

Weight

Floating

Objects float if upthrust > weight

Pressure

Force per unit area

Measured in Pascals, Pa

Pressure (Pa) = $\frac{\text{Force (N)}}{\text{Area (m}^2\text{)}}$

Fluids

Causes a force normal to any surfaces

Atmospheric Pressure

Pressure decreases with altitude

Air particles collide with surfaces, exerting pressure

Thin layer of air around the Earth

Number of particles decreases with height

Becomes less dense with altitude

Pressure in a Column

More particles above you in denser fluids

$p = h \rho g$

The pressure in a column of liquid depends on depth and density

Particles above you increases with depth, and so does the force exerted

KEY

'Higher tier only' written in green.

'Physics only' written in clouds.

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