## A level Edexcel – Mechanics Checklist



1.	Quantities and units in mechanics	3.	Moments
□ 1	Fundamental quantities and units in the S.I. system: length, time, mass	□ 1	Understand and use moments in simple static contexts
□ 2	Derived quantities and units: velocity, acceleration, force, weight, moment	□ 2	Problems involving parallel and nonparallel coplanar forces, e.g. ladder problems
□ 3	Convert one unit into another		
□ 4	Position, displacement, distance travelled, velocity, speed, acceleration		
□ 5	Understand, use and interpret graphs in kinematics for motion in a straight line		
□ 6	Displacement against time and interpretation of gradient		
□ 7	Velocity against time and interpretation of gradient and area under the graph		
8	Understand, use and derive the formulae for constant acceleration for motion in a straight line		
□ 9	Understand and use suvat formulae for constant acceleration in 2-D		
☐ 10	OUse calculus in kinematics for motion in a straight line		
□ 11	1 Extend to 2 dimensions using vectors, Differentiation and integration of a vector with respect to time		
☐ 12	2 Model motion under gravity in a vertical plane using vectors; projectiles		
☐ 13	B Derivation of formulae for time of flight, range and greatest height and the derivation of the equation of the path of a projectile		
2.	Forces and Newton's laws		
□1	Understand and use Newton's first law. Normal reaction, tension, thrust or compression, resistance		
□ 2	Understand and use Newton's second law for motion in a straight line		
	Situations where forces need to be resolved (2D)		
4	Understand and use weight and motion in a straight line under gravity, acceleration		
l	Understand and use Newton's third law		
6	Application to problems involving smooth pulleys and connected particles		
7	Resolving forces in 2 dimensions; equilibrium of a particle under coplanar forces		
8	Understand and use addition of forces; resultant forces; dynamics for motion in a plane		
9	Understand and use the F $\leq \mu$ R model for friction; coefficient of friction; motion of a body on a rough surface; limiting friction and statics		