### 2.1 Describing Vectors: Horizontal and Vertical Components

Review: What's the difference between a vector and a scalar?

Most of grade 11 we've dealt with motion in 1D. In grade 12, we will be analyzing motion in 2D. Before looking at breaking down 2D vectors, let's take a look at how we name them.

The name of your vector begins with the $\qquad$ then $\qquad$ _.

Remember, vectors can point North, South, East, West AND up/down. Think of yourself playing a 3D video game.

When describing up/down vectors, the language looks like:
$\qquad$ at $\qquad$
$\qquad$ the horizontal. (magnitude)
(angle)
(above/below)

Ex. 1. $44 \mathrm{~m} / \mathrm{s} 45^{\circ}$ above the horizontal

When dealing with North, South, East, and West, the language becomes more complicated...
(magnitude)
at $\qquad$ of $\qquad$

Ex. 2. $1500 \mathrm{~km} 33^{\circ}$ North of East
Ex. 3. 420N $68^{\circ}$ South of West

Name the following vectors:
Ex. 4.


Ex. 5.



Inquiry Question: Is there another way of describing the vectors you used above? How? Why does it work?

With 2D motion, we need to deal with 2 axes, namely the horizontal and the vertical axis. It is difficult to analyze motion in 2D in a linear fashion, so we need to break our 2D motion into 2 components, the horizontal ( $\mathbf{x}$ ) and the vertical ( $\mathbf{y}$ ) direction.

Ex. 6. Break each of the following vectors into their horizontal and the vertical components.
a)
b)


How do we calculate each component quantitatively?
We will use $\qquad$ and $\qquad$ to calculate the components.

For example, let's calculate the horizontal and vertical component of the following:

c)


