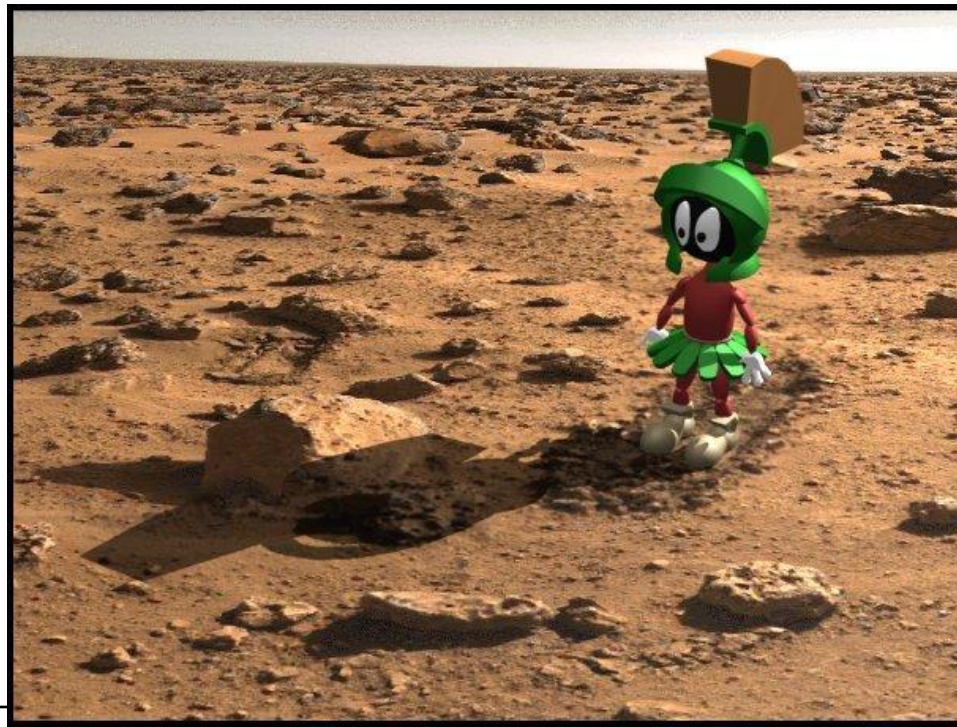


# Weight and Mass

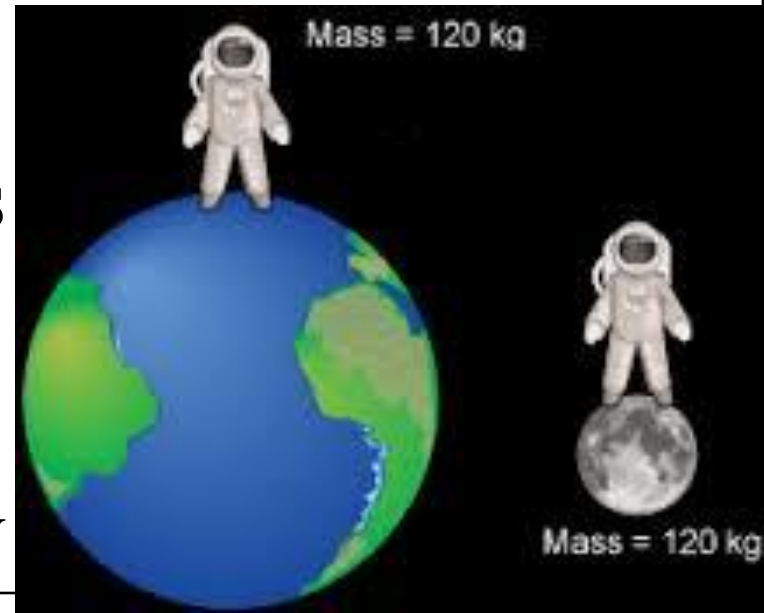
# Life on Mars

- So imagine that you are on planet Mars. Is the amount of matter that makes you up different?
- Is the force pulling you downward different?



# Weight

- **Weight** – The force pulling down on an object created by earth's gravity ( $9.8\text{m/s}^2$ )
  - Weight is a FORCE
  - Therefore, units = **NEWTONS (N)**
- Your **Weight** will be different on Earth and Mars
  - Earth's gravity =  $9.8\text{m/s}^2$
  - Moon's gravity =  $1.6\text{m/s}^2$
  - Weight changes with gravity



# Calculating Weight

Formula: Force Weight = Mass \* Gravity

Symbols  $F_w = m * g$

Units (N) = (kg) (m/s<sup>2</sup>)

- Remember to use Newtons NOT Pounds since we are Scientific.  
(1 N = 2.2 lbs)

## Look Familiar?

Formula: Force Weight = Mass \* Accel due to Gravity

Symbols  $F_w = m * g$

Formula: Force = Mass \* Accel

Symbols  $F = m * A$

# Calculating Weight

## Example:

If you have a mass of 22kg on Earth ( $9.8\text{m/s}^2$ ), what is your weight?

- $F_w = 22\text{kg} * 9.8\text{m/s}^2$
- $F_w = 215.6 \text{ kg*m/s}^2$
- $F_w = 215.6 \text{ N}$

If you have a mass of 22kg on Mars (with  $1/3$  the gravity of Earth), what is your weight?

- $F_w = 22\text{kg} * ((9.8\text{m/s}^2) * (1/3))$
- $F_w = 22\text{kg} * 3.27\text{m/s}^2$
- $F_w = 71.94 \text{ kg*m/s}^2$
- $F_w = 71.94 \text{ N}$

# Mass

- Mass – amount of matter that makes up an object.
  - Units = kg
- Your Mass will be the same on Earth or Mars.
  - You have the same amount of matter everywhere.



# Weight vs. Mass



- **Weight** is measure of the force of gravity acting on your mass
  - Weight will be different everywhere
  - Units = N (because it is a FORCE)
- **Mass** is the same everywhere, regardless of gravity
  - Mass will always remain the same
  - Units = kg

# Friction

- If gravity is always pulling us down (or if we are moving) we are always going to be in contact with something.

- **Friction** is a force that results from the relative motion between objects

- AKA: The force that works against and slows motion because *the surface of any object is rough*





# Friction

- **Some friction is useful**

- Walking (friction between ground and foot)
- Driving (friction between ground and tire)
- Brakes (friction between brake pad and the disc (attached to wheel))
- Writing (friction between paper and pen/pencil)
- Throwing (friction between hand and ball)

- **Some friction is unwanted**

- Overheating in a machine/engine is caused by friction
- Any moving that slows down when it is not wanted
- Friction makes moving heavy objects much harder



Without Friction, we may struggle...

**Man**



**And his best friend**



# Recap - Weight, Gravity and Friction

- Gravity pulls everything toward center of earth.
  - $9.8\text{m/s}^2$  (Acceleration)
- Weight is a measure of the force of gravity pulling on an object's mass.
- Friction is a force caused by the relative motion between 2 objects.



# Multiple Forces Acting At Once

There will always be MORE than 1 force acting on an object at a time.

- Net force = total of all forces

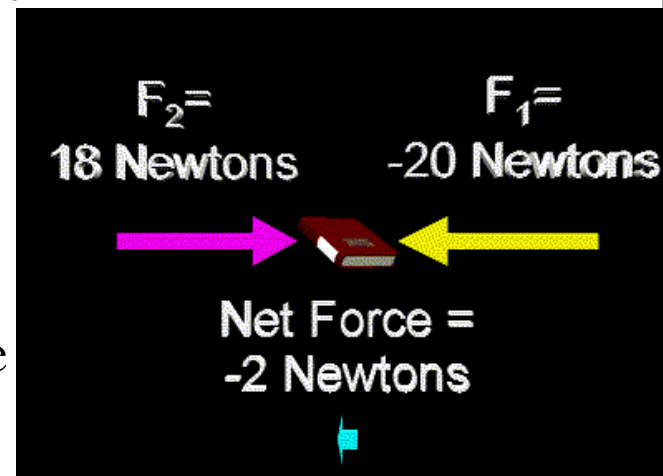
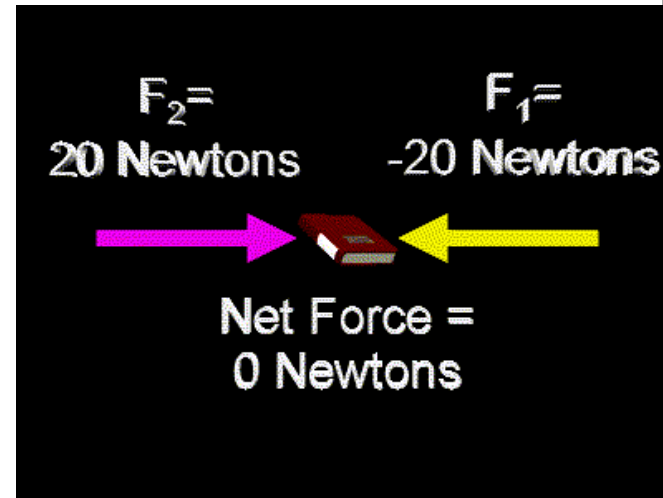
There are 2 options:

- Balanced forces

- Equilibrium = all forces on an object are balanced and no change in movement occurs

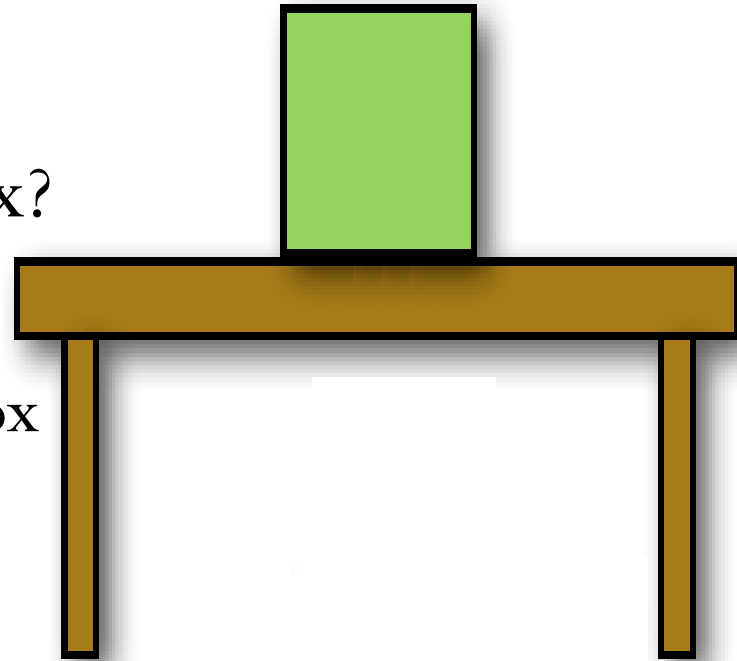
- Unbalanced forces

- Net forces do not equal zero
- Motion will occur in the direction of the Net Force



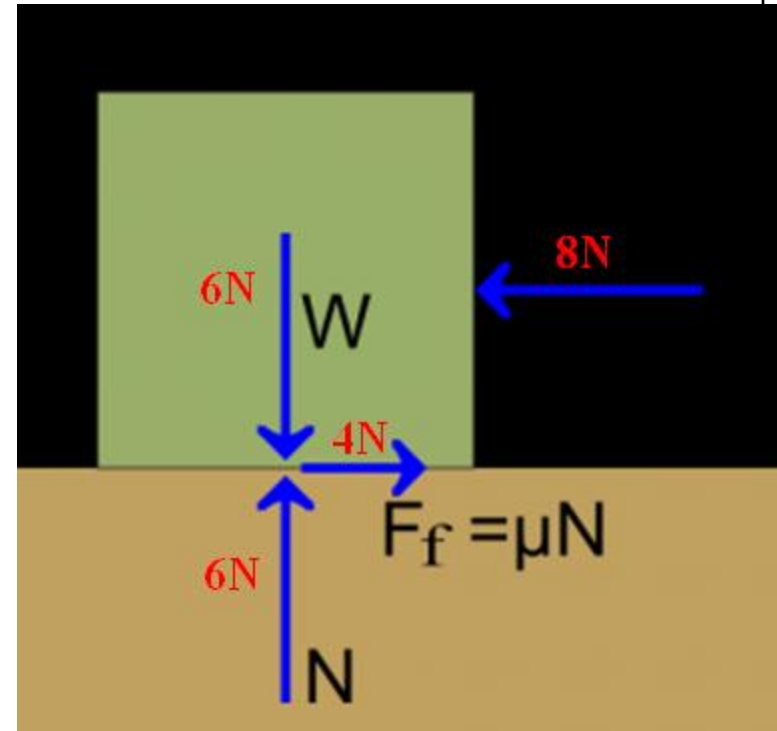
# Free Body Diagrams - HONORS

- There is a box on the table.
- What forces are acting on this box?
  - Weight
    - Gravity pulling down on the box
  - Normal Force
    - Table pushing up
- What other forces can act on the box?
  - Push to the right (or pull from the right)
  - Friction force
    - In the opposite direction of the push



# Free Body Diagrams - HONORS

- Identify the value for:
  - Force of Weight:
  - Normal Force:
  - Friction Coefficient:
  - “Push”:
- Is this box moving?
  - If so, which direction and with what unbalanced force?





# Free Body Diagrams - HONORS

- This can be shown 2 different ways:
  - Arrows pointing towards the center of the object
  - Arrows originating from the center of the object.

