

1. Acceleration	The rate at which velocity changes	24. Motion	The state in which one object's distance from another is changing
2. Action Force	The initial push or pull of one object on another object	25. Net Force	The overall force on an object when all the individual forces acting on it are added together
3. Average Speed	The total distance traveled divided by the time it takes to travel that distance	26. Newton's First Law of Motion	An object in motion will remain in motion and an object at rest will remain at rest unless acted upon by another force
4. Balanced Forces	Equal forces acting on an object in opposite directions	27. Newton's Second Law of Motion	The acceleration of an object depends on the mass of the object and the amount of force applied ($F = ma$)
5. Centripetal Force	A force that continuously changes the direction of an object to make it move in a circle	28. Newton's Third Law of Motion	For every action force there is an equal and opposite reaction force
6. Constant Acceleration	A steady change in velocity	29. Nonlinear Graph	A line graph in which the data points do not fall along a straight line
7. Displacement	The direction from the starting point and the length of a straight line from the starting point to the ending point.	30. Projectile Motion	The curved path of an object in free fall after it is given an initial forward velocity
8. Distance	The length of a path between two points	31. Reaction Force	The push or pull of a second object back on the object that started the push or pull
9. Fluid	A substance or a mixture that flows and has no shape of its own; can be a liquid or a gas	32. Relative Motion	Movement in relation to a frame of reference
10. Fluid Friction	A friction force that opposes the motion of an object through a fluid	33. Rolling Friction	A friction force that acts on rolling objects, caused by change in shape at the point of rolling contact
11. Force	A push or pull that acts on an object	34. Scalar Quantity	A physical measurement that does not contain directional information
12. Frame of Reference	A system of objects that are not moving with respect to one another	35. Sliding Friction	A friction force that opposes the motion of an object as it slides over a surface
13. Free Fall	The movement of an object toward Earth because of gravity	36. Speed	The ratio of the distance an object moves to the amount of time the object moves
14. Friction	A force that opposes the motion of objects that touch as they move past each other	37. Static Friction	A friction force that acts on objects that are not moving
15. Gravitational Force	An attractive force that acts between any two objects	38. Strong Nuclear Force	The powerful attractive force that binds protons and neutrons together in the nucleus
16. Gravity	The attraction between any two objects because of their masses	39. Terminal Velocity	The constant velocity of a falling object when the force of air resistance equals the force of gravity
17. Inertia	The tendency of an object to resist a change in motion	40. Unbalanced Forces	Forces that produce a nonzero net force, which changes an object's motion
18. Instantaneous Acceleration	The change in velocity of an object at an instant of time	41. Vector	A quantity that has magnitude and direction
19. Instantaneous Speed	The rate at which an object is moving at a given moment in time	42. Vector Addition	Adding or combining quantities that have magnitude and direction; shows the overall magnitude and direction.
20. Law of Conservation of Momentum	If no net force acts on a system, then the total momentum of the system does not change		
21. Law of Inertia	Another name for Newton's First Law		
22. Linear Graph	A line graph in which the data points yield a straight line		
23. Momentum	The product of an object's mass and its velocity		

43. Velocity	The speed and direction an object is moving, measured relative to a reference point
44. Weak Nuclear Force	A powerful attractive force that acts over a short range
45. Weight	The force of gravity acting on an object