

Name: \_\_\_\_\_ Date: \_\_\_\_\_ Period: \_\_\_\_\_

# Kinematic

## **Across**

- 2.** are quantities which are fully described by both a magnitude and a direction
- 5.** Is any object that is cast, fired, flung, heaved, pitched, tossed, or thrown.
- 8.** This is the SI unit of time.
- 9.** Is the average of all instantaneous speed
- 10.** This is a number, as of years, days, minutes, or seconds representing such an interval
- 11.** Is a scalar quantity which refers to how much ground an object has covered during its motion

## **Down**

- 1.** is vector quantity which refers to how far out of original position an object is  
 $\Delta = \text{final} - \text{initial}$
- 3.** is a vector quantity refers to the rate at which an object changes its position
- 4.** are quantities which are fully described by magnitude alone
- 6.** This is the standard SI (metric) unit of length
- 7.** A constant downward acceleration due to gravity