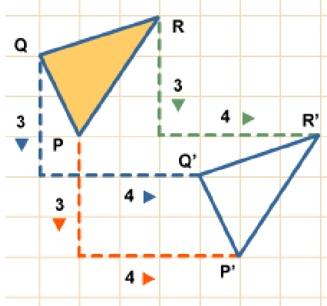
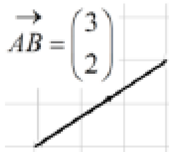
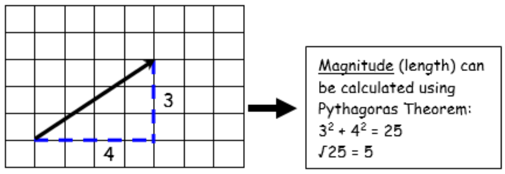
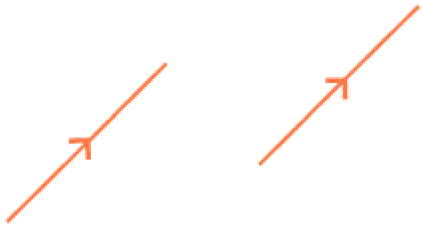
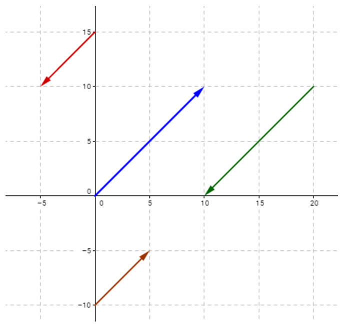
Topic: Vectors

Topic/Skill	Definition/Tips	Example
1. Translation	**Translate** means to **move a shape**. The shape does not change **size** or **orientation**.	
2. Vector Notation	A vector can be written in 3 ways: **a** or $\overrightarrow{\boldsymbol{AB}}$ or $\begin{pmatrix} \mathbf{1} \\ \mathbf{3} \end{pmatrix}$	
3. Column Vector	In a column vector, the **top** number moves **left (-) or right (+)** and the **bottom** number moves **up (+) or down (-)**	$\begin{pmatrix} 2 \\ 3 \end{pmatrix}$ means '2 right, 3 up' $\begin{pmatrix} -1 \\ -5 \end{pmatrix}$ means '1 left, 5 down'
4. Vector	A **vector** is a quantity represented by an arrow with both **direction** and **magnitude**. $\overrightarrow{AB} = -\overrightarrow{BA}$	
5. Magnitude	Magnitude is defined as the **length** of a vector.	
6. Equal Vectors	If two vectors have the **same magnitude and direction**, they are **equal**.	
7. Parallel Vectors	**Parallel** vectors are **multiples** of each other.	2**a**+**b** and 4**a**+2**b** are parallel as they are multiple of each other. 

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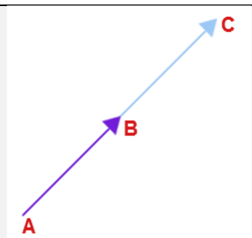
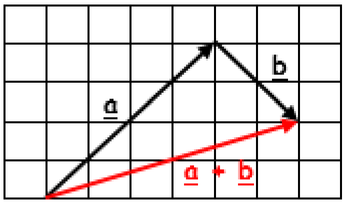
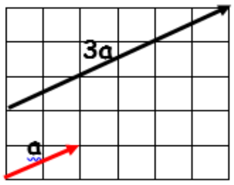
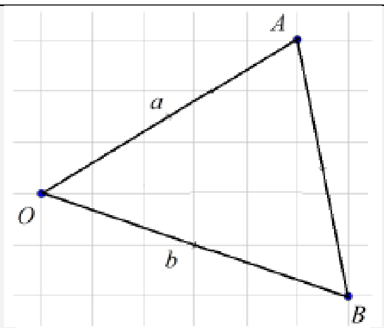
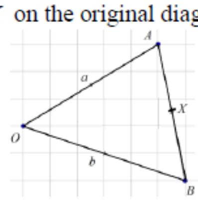
8. Collinear Vectors	**Collinear** vectors are vectors that are on the **same line**. To show that two vectors are **collinear**, show that one vector is a **multiple** of the other (parallel) **AND** that both vectors **share a point**.	
9. Resultant Vector	The **resultant** vector is the vector that results from **adding** two or more vectors together. The resultant can also be shown by **lining up** the **head** of one vector with the **tail** of the other.	if **a** = $\begin{pmatrix}4\\4\end{pmatrix}$ and **b** = $\begin{pmatrix}2\\-2\end{pmatrix}$ then **a** + **b** = $\begin{pmatrix}4\\4\end{pmatrix} + \begin{pmatrix}2\\-2\end{pmatrix} = \begin{pmatrix}6\\2\end{pmatrix}$ 
10. Scalar of a Vector	A **scalar** is the **number** we **multiply** a vector by.	 Example: 3a + 2b = $= 3\begin{pmatrix}2\\1\end{pmatrix} + 2\begin{pmatrix}4\\-1\end{pmatrix}$ $= \begin{pmatrix}6\\3\end{pmatrix} + \begin{pmatrix}8\\-2\end{pmatrix}$ $= \begin{pmatrix}14\\1\end{pmatrix}$
11. Vector Geometry	 $\vec{OA} = a \quad \vec{AO} = -a$ $\vec{OB} = b \quad \vec{BO} = -b$ $\vec{AB} = \vec{AO} + \vec{OB} = -a + b = b - a$ $\vec{BA} = \vec{BO} + \vec{OA} = -b + a = a - b$	**Example 1:** X is the midpoint of AB. Find $\vec{OX}$ **Answer:** Draw X on the original diagram  Now build up a journey. You could use $\vec{OX} = \vec{OA} + \frac{1}{2}\vec{AB}$. This will give: $\vec{OX} = a + \frac{1}{2}(b-a)$. This will simplify to $\frac{1}{2}a + \frac{1}{2}b$ or $\frac{1}{2}(a+b)$