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“What one man calls God, another calls the laws of physics.”

-Nikola Tesla

# TOPIC 1: MEASUREMENTS

THE ABOUT

# CHAPTER ANALYSIS



TIME

- Relatively easy chapter
- 2 **basic** concepts, 2 **key** concepts
- **Basic:** SI Units & Pre-fixes, Scalar & Vector  
**Key:** Vernier Caliper, Micrometer screw gauge



EXAM

- Usually tested in MCQs
- Fundamental for understanding physics units and calculations



WEIGHTAGE

- Light overall weightage
- Constitute to **0.5%** of marks for past 5 year papers

## BASICS

## SI UNITS

Base Quantity	Symbol	SI Unit	Symbol for SI Unit
Length	l	metre	m
Mass	m	kilogram	kg
Time	t	second	s
Temperature	T	Kelvin	K
Electric current	I	ampere	A
Amount of substance	n	mole	mol

Capital 'K'\*

More for  
chemistry



Standard form:  $a \times 10^n$   
For eg, 73000 =  $7.3 \times 10^4$

BASICS

PREFIXES

How to 'remember'	Base Quantity	Symbol	Magnitude	Numerical
Game apps are 'GB'	Giga	G	$10^9$	1 000 000 000
Pictures are in 'MB'	Mega	M	$10^6$	1 000 000
Rice is in 'kg'	kilo	k (small 'k')	$10^3$	1 000
1 'decim'al point	deci	d	$10^{-1}$	$\div 10$
1 <b>cm</b> = $\div 100$ of 1m	centi	c	$10^{-2}$	$\div 100$
1 <b>mm</b> = $\div 10$ of 1cm	milli	m	$10^{-3}$	$\div 1\,000$
'micro'scope (small particle)	micro	$\mu$ (not u)	$10^{-6}$	$\div 1\,000\,000$
Ironman suit is 'nano'-tech, really tiny particles	nano	n	$10^{-9}$	$\div 1\,000\,000\,000$

\*Tip: Increase by ^3

KEY CONCEPT

Not a difficult concept, but an important one.

But can you even name 5 of each?=&gt;

# TWO PHYSICAL QUANTITIES

## SCALAR QUANTITIES

## VECTOR QUANTITIES

$$\Delta x_i \Delta p_i \geq \frac{\hbar}{2}$$



# SCALAR QUANTITY

A scalar is a physical quantity that has magnitude only.

## Examples:

- Distance
- Speed
- Time
- Mass
- Volume
- Density
- Energy
- Pressure

# VECTOR QUANTITY

A vector quantity is a physical quantity that have both **magnitude & direction**.

## Examples:

- Displacement
- Velocity
- Acceleration
- Weight
- Force

\*To learn more in next chapter, 'Kinematics'

# VECTOR QUANTITY

A vector quantity is a physical quantity that have both **magnitude & direction**.

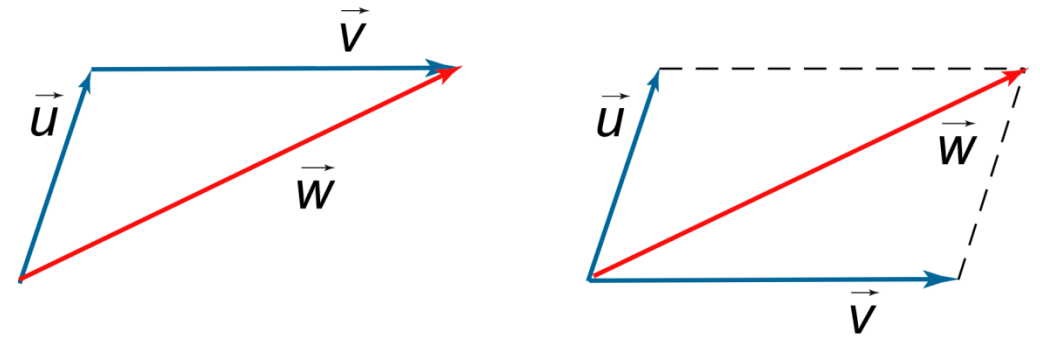
## Examples:

Displacement  
Velocity  
Acceleration  
Weight  
Force

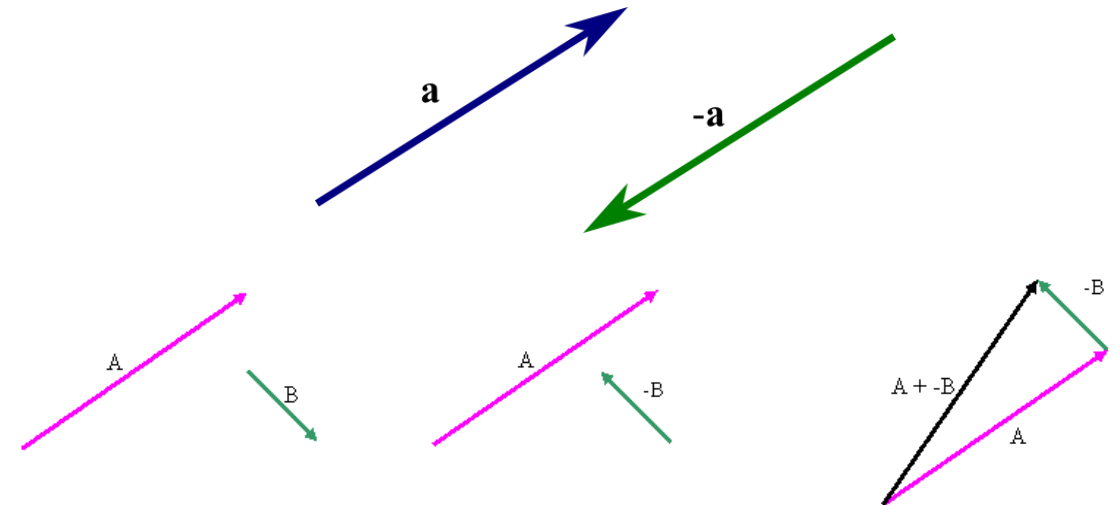
## Drawing of vectors

A **vector** quantity can also be represented in a graphical form.

## Addition:



## Subtraction:



Don't worry too much, you will have a E-math chapter dedicated to this!



KEY CONCEPT

Two new instruments. Know the difference.

Zero errors, simple math.

# TWO INSTRUMENTS

## VERNIER CALIPER

## MICROMETER SCREW GAUGE



$d = V_0 t$   
 Distance traveled  $\uparrow$  initial velocity (constraining)  $V_H$

HORIZONTAL TRAJECTORY  
the familiar "D = RT"

SYMBOLIC LENGTH OF VECTOR = INITIAL VELOCITY

COMPONENTS OF VERTICAL AND HORIZONTAL VELOCITY

VERTICAL VELOCITY COMPONENT:  $V_v = V_0 (\sin A)$   $V_0$  IS HYPOTENUSE  
 $\sin A = \frac{V_v}{V_0}$

HORIZONTAL VELOCITY COMPONENT:  $V_H = V_0 (\cos A)$   $V_0$  IS HYPOTENUSE  
 $\cos A = \frac{V_H}{V_0}$

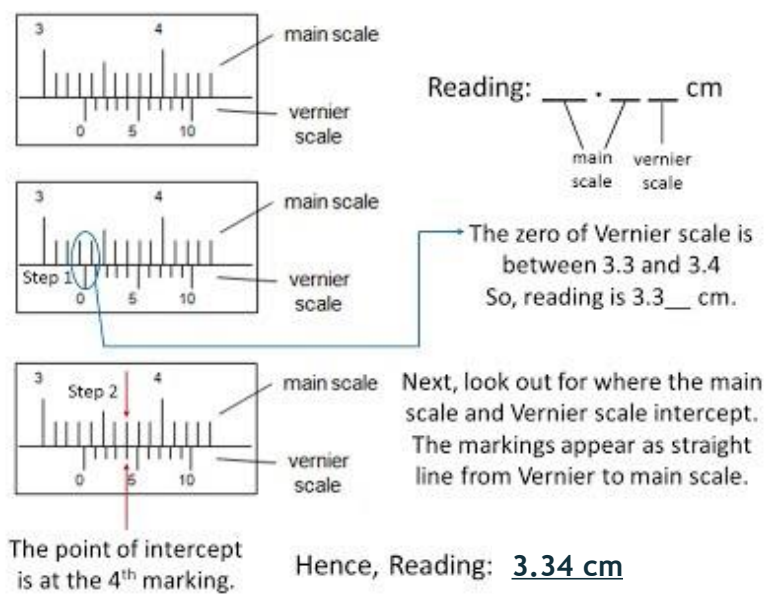
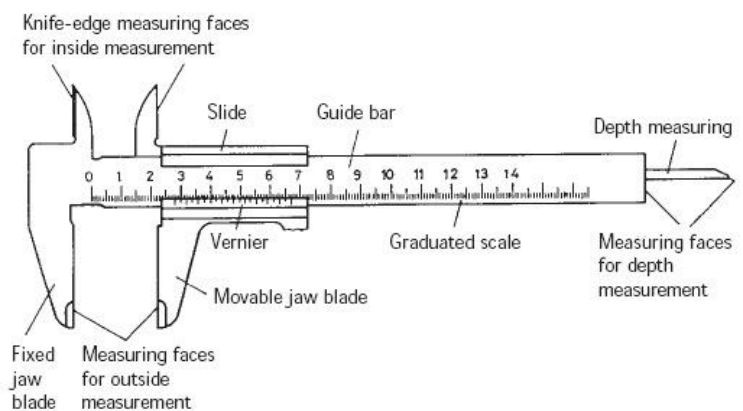
COMBINE MOTION FORMULAS

$D = V_H T$  AND  $T = \left[ \frac{2V_v}{g} \right]$   
 SUBSTITUTE

$D = V_H \frac{2V_v}{g} \rightarrow D = \frac{2V_H V_v}{g} \rightarrow V_0 \cos A \times V_0 \sin A = V_0^2 \sin A \cos A$   
 $\rightarrow D = \frac{2(V_0 \sin A)(V_0 \cos A)}{g}$



# VERNIER CALIPER



## Zero error

For **negative zero error**, read from the back.

Zero error here is not 0.08cm, but **-0.02cm**.

### How to correct zero error

<p><b>Zero Error = 0.00 cm</b></p>	<p><b>Zero Error = +0.01 cm</b></p>	<p><b>Zero Error = -0.02 cm</b></p>
<p>No zero error if the '0' on both the main scale and the vernier scale is aligned.</p>	<p>When the vernier caliper is fully closed, there is an excess of +0.01cm.</p> <p>Hence, this a <b>positive zero error</b>.</p>	<p>When the vernier caliper is fully closed, there is a negative value of -0.02cm.</p> <p>Hence, this a <b>negative zero error</b>.</p>
<p>To rectify any zero error, <b>Measurement - (zero error) = actual value</b></p>		

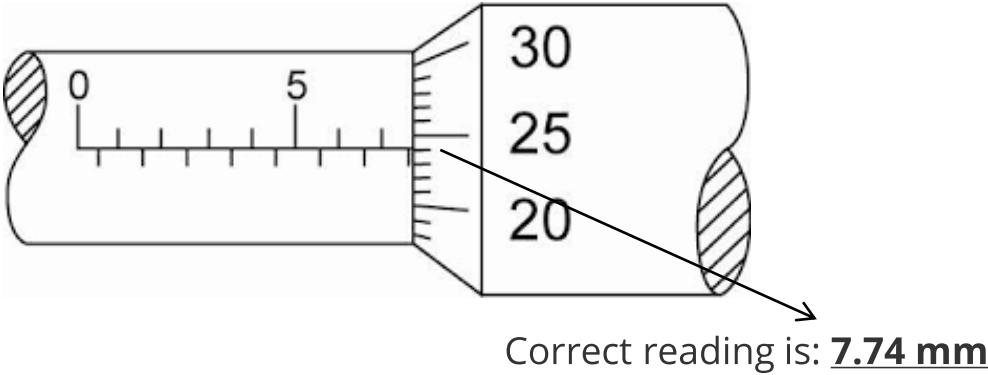
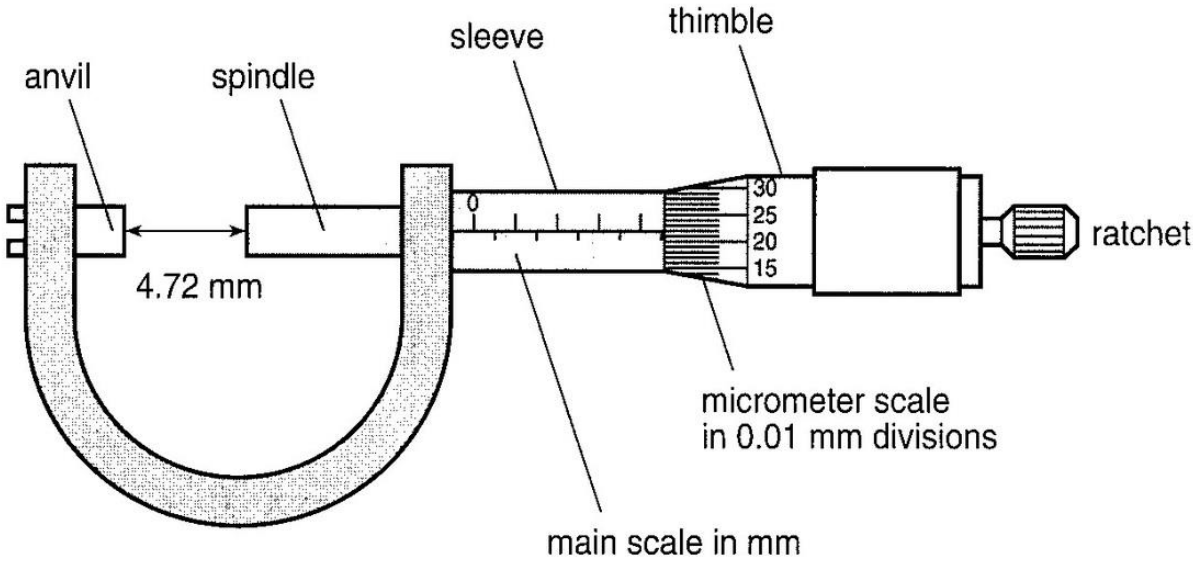
## Positive zero error:

Haven't even measure, there's already a reading.  
**Subtract** that extra value away.

## Negative zero error:

Haven't even measure, negative value already?  
**Plus** in the necessary value to make up for it.

# MICROMETER SCREW GAUGE



## Zero error

\*Micrometer =      mm (answer in millimeter)

For **negative zero error**, read from the back.

Zero error here is not 0.46mm, but **-0.04mm**.

How to correct zero error		
No zero error if the '0' on both the main scale and the thimble scale is aligned.	When the micrometer is fully closed, there is an excess of +0.02mm. Hence, this a <b>positive zero error</b> .	When the micrometer is fully closed, there is a value of -0.04mm. Hence, this a <b>negative zero error</b> .
To rectify any zero error, <b>Measurement - (zero error) = actual value</b>		

## Positive zero error:

Haven't even measure, there's already a reading.

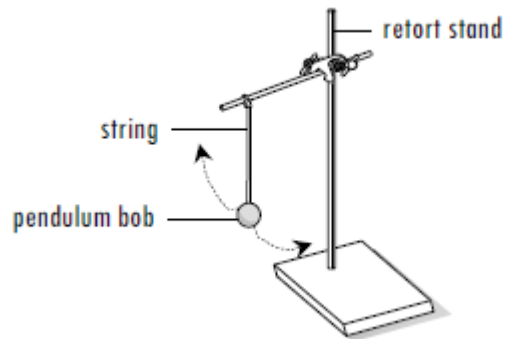
**Subtract** that extra value away.

## Negative zero error:

Haven't even measure, negative value already?

**Plus** in the necessary value to make up for it.

# PENDULUM BOB EXPERIMENT



## Commonly tested question

### 1) Why do we have to take reading for 20 oscillations and do it multiple times?

During the starting and the stopping of the stopwatch, there is **human reaction time**. By increasing the number of oscillations and taking the average of the readings, we **reduce** the significance of that **random error** and obtain a more accurate value as a result.

The pendulum bob also starts to sway after 20 oscillations, hence 20 oscillations is an ideal number.

### 2) Does increasing the mass of the pendulum bob/ angle of swing affect the oscillation time?

No, the mass of the pendulum bob does not affect the time taken for the oscillation. Only the **length** of the string affects the time taken for the oscillation.

Similarly, the angle of swing of the pendulum has no effect on the time as well. (*Ideally, an angle of 5 degree is optimal for stability.*)



For more notes & learning materials, visit:  
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