



Vertical Axis Variable	Horizontal Axis Variable	Slope of a Line		Area “Under” a Curve	
		Variable (words)	Equation (symbols)	Variable (words)	Equation (symbols)
Position	Time	Velocity	$\vec{v} = \frac{\Delta \vec{x}}{\Delta t}$	None <sup>1</sup>	None
Velocity	Time	Acceleration	$\vec{a} = \frac{\Delta \vec{v}}{\Delta t}$	Change in Position or Displacement	$\Delta \vec{x} = \vec{v} \Delta t$
Acceleration	Time	None	None		
Spring Force	Displacement from Equilibrium Position			None	None
Acceleration	Mass	None	None		
Net Force	Acceleration			None	None

<sup>1</sup> When I write “none”, I mean there is not a single variable I can think of which can fill the cell of the table (which you are responsible for knowing).



Vertical Axis Variable	Horizontal Axis Variable	Slope of a Line		Area "Under" a Curve	
		Variable (words)	Equation (symbols)	Variable (words)	Equation (symbols)
Force parallel to Displacement	Displacement	None	None		
Mechanical Energy	Time			None	None
Power	Time	None	None		
Force parallel to Velocity	Velocity	None	None		
Momentum	Mass			None	None
Velocity	Mass	None	None		
Momentum	Time			None	None
Net Force	Time	None	None		



Vertical Axis Variable	Horizontal Axis Variable	Slope of a Line		Area "Under" a Curve	
		Variable (words)	Equation (symbols)	Variable (words)	Equation (symbols)
Angular Position	Time			None	None
Angular Velocity	Time				
Angular Acceleration	Time				
Net Torque	Angular Acceleration			None	None
Angular Acceleration	Rotational Inertia	None	None		
Net Torque	Rotational Inertia			None	None
Torque	Angular Displacement	None	None		



Vertical Axis Variable	Horizontal Axis Variable	Slope of a Line		Area “Under” a Curve	
		Variable (words)	Equation (symbols)	Variable (words)	Equation (symbols)
Angular Momentum	Rotational Inertia			None	None
Angular Velocity	Rotational Inertia	None	None		
Angular Momentum	Time			None	None
Net Torque	Time	None	None		
Force Perpendicular to Surface	Surface Area			None	None
Mass	Volume			None	None
Gauge Pressure	Gravitational Field Strength times Depth			None	None