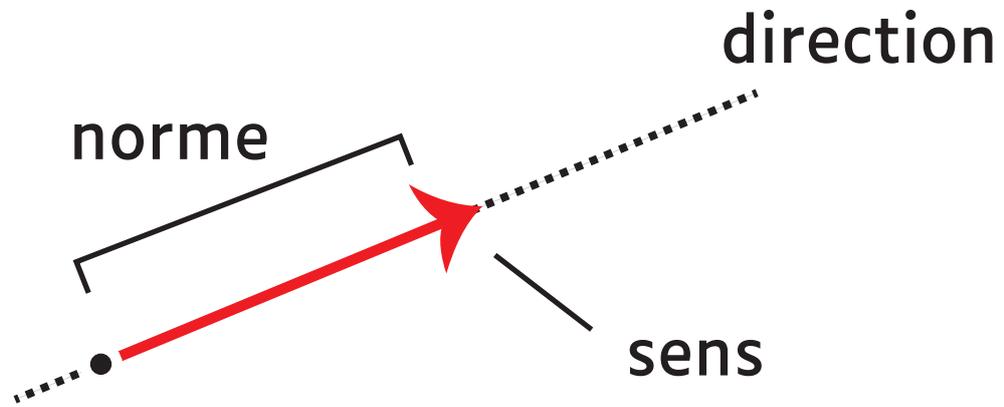


# Chapitre mouvements et forces

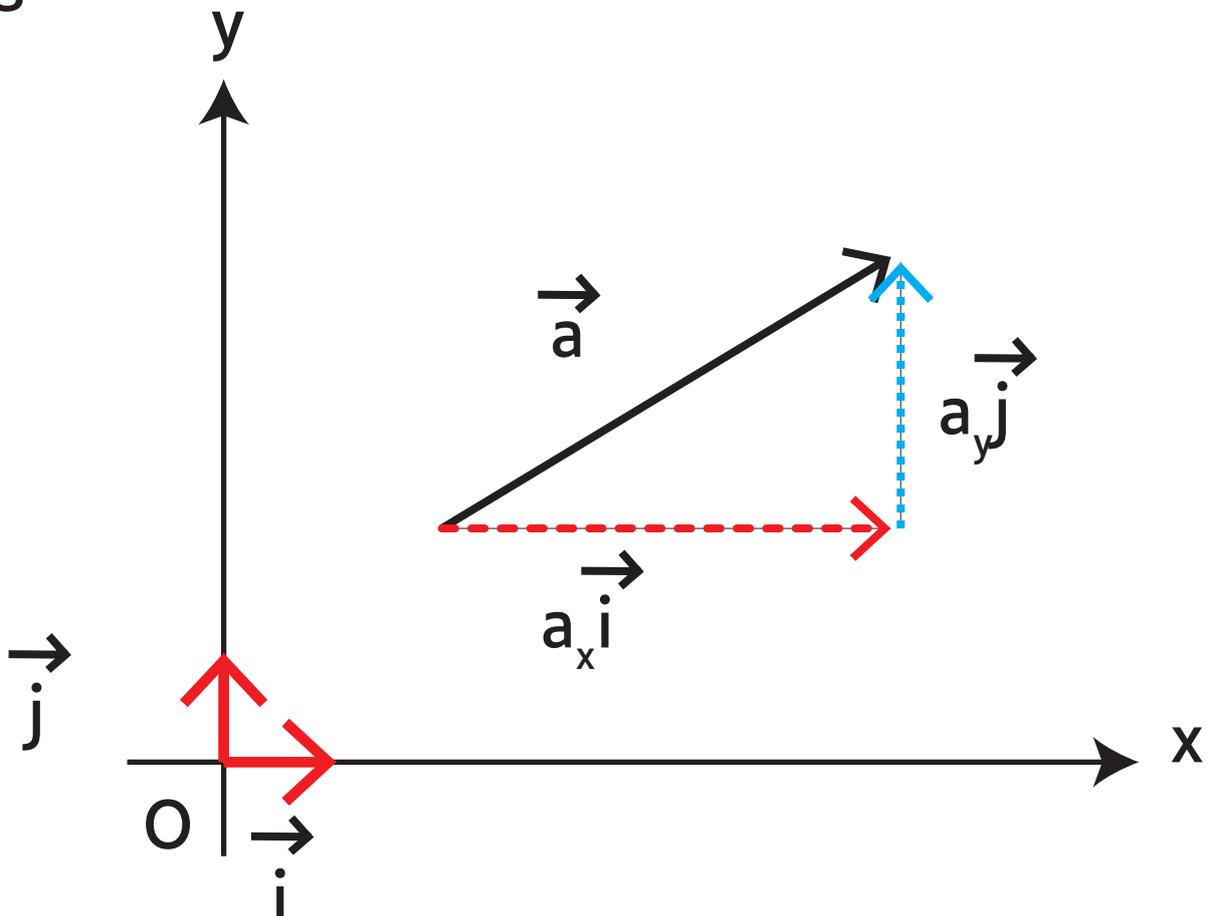
## un vecteur

figure 1

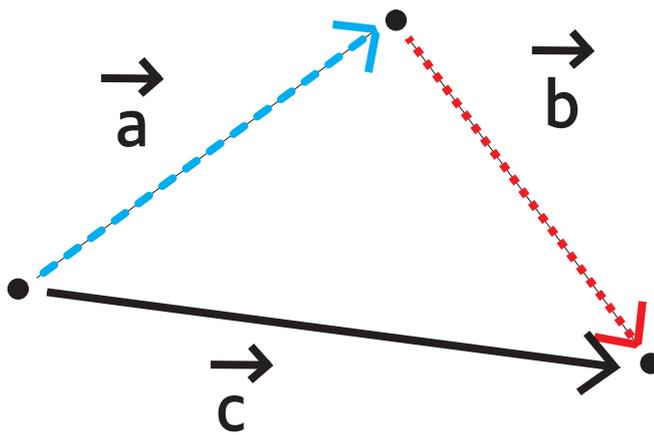
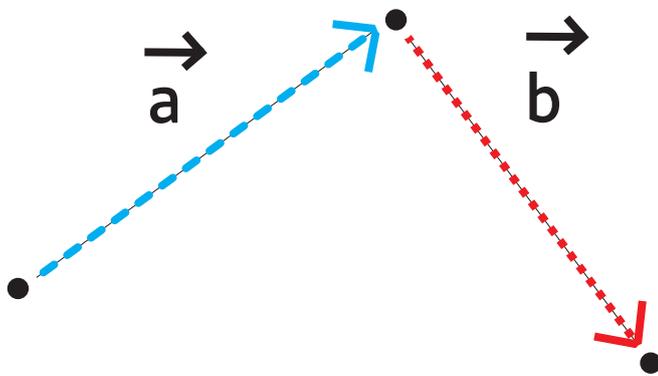
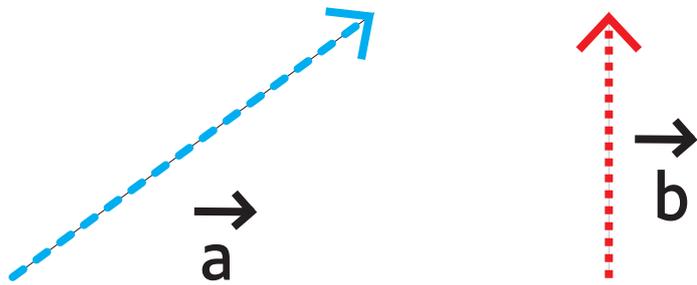


## un vecteur

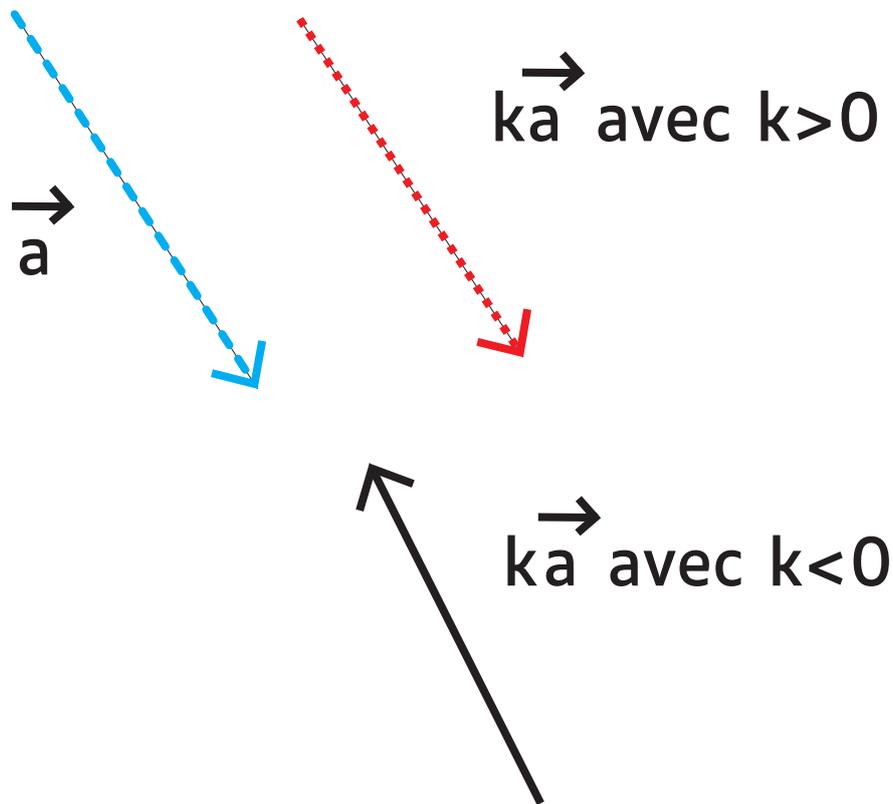
figure 2



# somme vectorielle

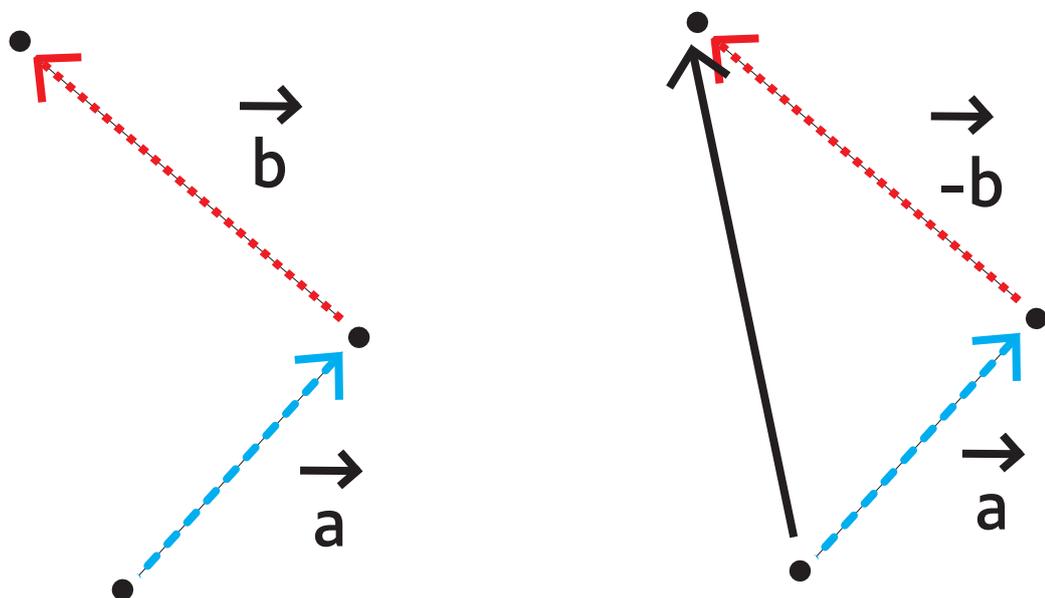


# produit d'un vecteur par un nombre

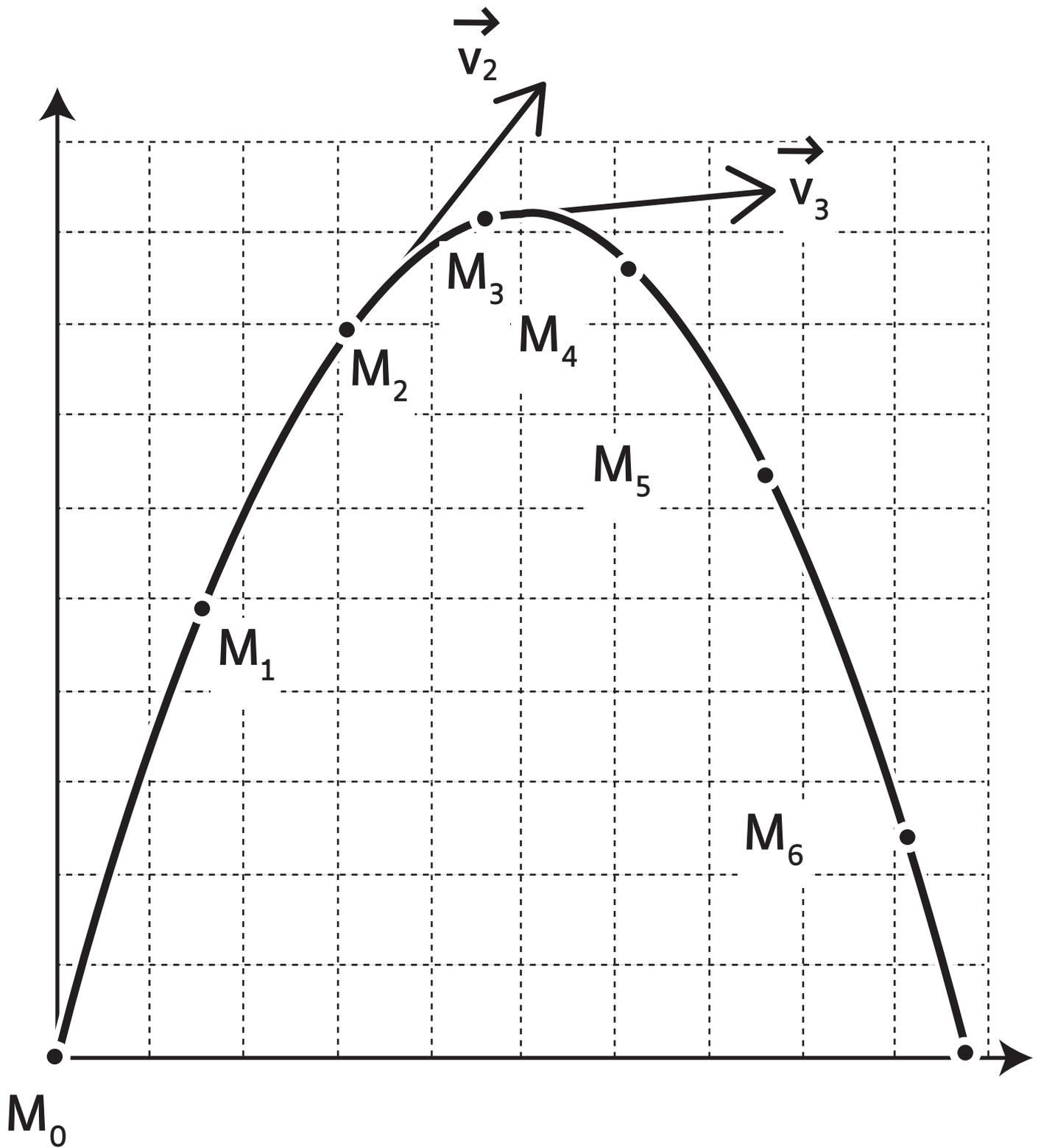


# soustraction vectorielle

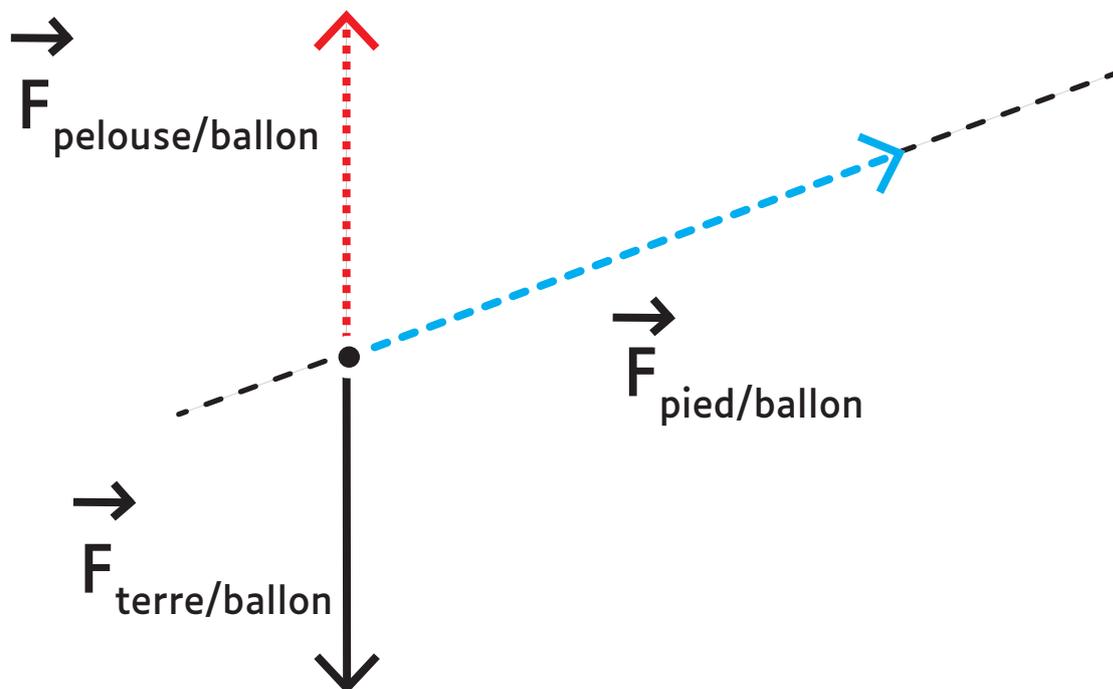
soustraction vectorielle



# vecteur variation de vitesse



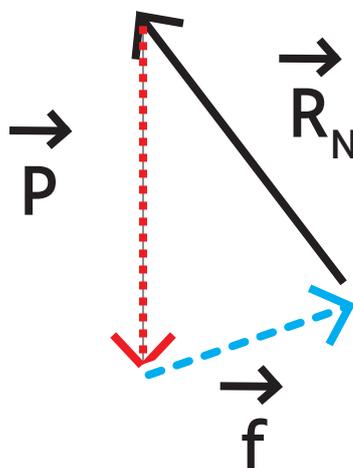
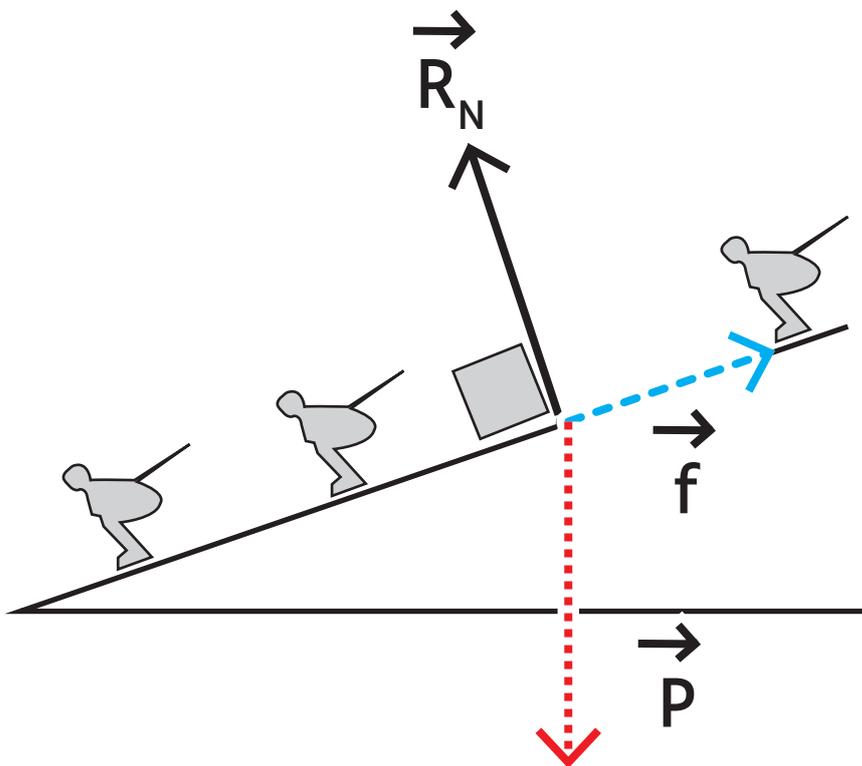
# modélisation par une force



somme des forces

Les forces se compensent

 skieur accroupi qui descend une pente



somme des forces

Les forces ne se compensent pas

parachute

