

Energy CANNOT be created or destroyed

Energy types

- * Gravitational Potential - Increased with height
- * Kinetic Energy - Increased with speed
- * Elastic Energy - Increased when stretched or squashed
- * Thermal Energy - Gained when heated, often lost (wasted) to the surroundings

Energy Transfers

- * Mechanically - When a force is applied
- * Heating - When an object is heated
- * Electrically - When an object is powered by electricity

A ball rolling down a hill: Gravitational Potential Energy is turned mechanically into kinetic energy

Gravitational Energy $E_p = M \times G \times h$
(J) (Kg) (N/Kg) (m)

The higher an object or the more mass it has the more gravitational energy it has.

Kinetic Energy $E_k = \frac{1}{2} \times \text{mass} \times \text{Velocity}^2$
(J) (Kg) (m/s)

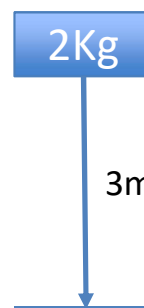
The faster and heavier an object the more kinetic energy it has.

Calculating Velocity

$E_p = M \times G \times H$
 $= 2 \times 10 \times 3 = 60J$

$E_p = E_k \Rightarrow E_k = 60J$

$V = \sqrt{\frac{E_k}{\frac{1}{2} \times m}} = \sqrt{\frac{60}{\frac{1}{2} \times 2}} = 7.7m/s$



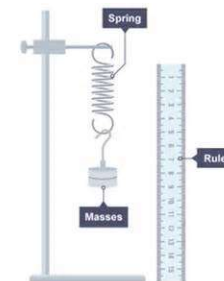
Springs

When you add a force (weight) to a spring it extends.

Extension = Stretched length - original length

The energy stored in a spring can be calculate:

$E_e = \frac{1}{2} \times \text{spring constant} \times \text{extension}^2$
(J) (N/m) (m)



Power is a measure of how quickly energy is used. The shorter the time the more powerful it is.

Power = $\frac{\text{Energy (J)}}{\text{Time (s)}}$ (W)

Specific heat capacity (SHC)

The amount of energy needed to heat a 1Kg material by 1°C.

Heat Energy = Mass x SHC x Change in Temp
(J) (Kg) (J/Kg°C) (°C)

$C = \frac{E}{m \times \Delta\theta}$ $m = \frac{E}{c \times \Delta\theta}$ $\Delta\theta = \frac{E}{m \times c}$

This experiment only gives an estimate for the values calculated as energy is lost to the surroundings.

Heat Transfer

1. The higher the thermal conductivity of a material the higher the rate of heat transfer by conduction.

Renewable Sources of electricity

ALL turn a turbine to turn a generator.

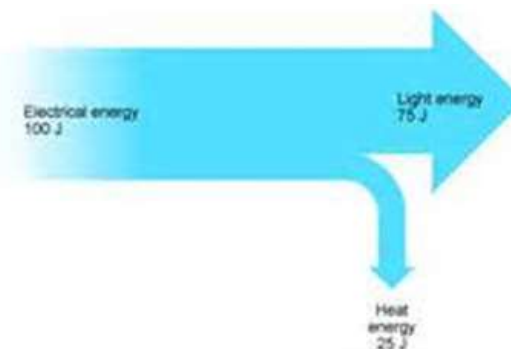
- * Wind (Wind turns a turbine)
- * Hydroelectric (water turns a turbine)
- * Waves/Tide (The sea turns a turbine)
- * Geothermal (Heat from volcanoes used to boil water - make steam - turn a turbine)
- * Biomass (Living material burnt to boil water)

Advantages of ALL

- * Don't give out CO₂ which causes global warming
- * Renewable (will NOT run out)

Disadvantages

- They are **all** more expensive than fossil fuels
- * Wind - Not always windy
- * Hydroelectric - Can damage habitats
- * Waves/Tides - Can damage habitats
- * Geothermal - Only a few places on Earth
- * Biomass - Carbon neutral (gives out CO₂ when burnt)



Efficiency = $\frac{\text{Useful Energy Out}}{\text{Total Energy In}} \times 100$

Efficiency = $\frac{\text{Useful Power Out}}{\text{Total Power In}} \times 100$

Answers for efficiency must be written as a percentage or a decimal F a 80% or 0.8