## Vocabulary: Orbital Motion – Kepler's Laws

## Vocabulary

Gizmos

- Astronomical unit a distance unit equal to the average Earth-Sun distance.
  - The symbol for astronomical unit is "AU."
  - One astronomical unit is approximately equal to 150 million kilometers. (The actual distance is 149,597,870.691 km.)
- <u>Eccentricity</u> the degree by which the shape of an *orbit* differs from a circle.
  - The eccentricity of an *ellipse* can vary between 0 and 1. An ellipse with an eccentricity of 0 is a circle. An ellipse with an eccentricity of 1 is a line segment.
  - To measure the eccentricity of an ellipse, divide the distance between the *foci* by the width of the ellipse. (On the diagram below, the foci are labeled "F<sub>1</sub>" and "F<sub>2</sub>.")
- <u>Ellipse</u> a flattened circle.
  - An ellipse contains two foci, labeled "F<sub>1</sub>" and "F<sub>2</sub>" on the diagram at right.
  - The sum of the distances from any point on the ellipse to the two foci is constant. On the diagram,  $a_1 + a_2 = b_1 + b_2$ .
  - The orbits of planets and other objects in the solar system are elliptical, with the Sun at one focus.



- <u>Force</u> something that can cause a change in motion; a push or a pull.
  - When you push or pull an object, you exert a force on the object. Other examples
    of forces include *gravity*, the electrostatic force, and the strong and weak nuclear
    forces.
- <u>Gravity</u> the force of attraction between all objects in the universe.
  - The magnitude of the gravitational force between two objects depends on the masses of the two objects and the distance between them.
    - The force of gravity is proportional to the product of the masses.
    - The force of gravity is inversely proportional to the square of the distance.
- <u>Kepler's first law</u> law that states that planets orbit in ellipses, with the Sun at one focus.
- <u>Kepler's second law</u> law that states that planets speed up as they get nearer the Sun and slow down as they move farther from the Sun.
- <u>Kepler's third law</u> law that states that the square of a planet's *period* is proportional to the cube of the planet's *orbital radius*.



- <u>Orbit</u> the path of one body around another body in space, such as the path of Earth around the Sun.
- <u>Orbital radius</u> the average distance from an orbiting object to the object it is orbiting around.
  - The orbital radius of a planet is the mean distance from the planet to the Sun.
- <u>Period</u> the amount of time it takes for an object to complete one full orbit.
- <u>Vector</u> a representation that specifies the direction and magnitude of a quantity.
  - In physics, vectors are used to represent displacement, *velocity*, acceleration, force, and other quantities that have a specific direction.
  - A vector can be resolved into perpendicular components.
    - For example, "6.0i + 3.0j" describes a vector that points 6 units east and 3 units north.
- <u>Velocity</u> the speed and direction of a moving object.
  - The velocity of an object can be described by a vector.