

2.1 Position

Where are you?

Your *Position* will tell you! **Position** is always given relative to the origin of some coordinate system. We typically use the Cartesian coordinate system, but we are free to define where the origin is, and which way is positive. We can choose anything we like, but we must stay consistent throughout any following calculations. You need **two** pieces of information- distance from the origin
1) scalar
, and direction ; position is a **vector quantity** . The SI unit for position is the meter (m).
2) vector

When we work with motion along a single axis, a positive or negative sign is all we need to indicate direction. When dealing with two dimensional motion, we'll need to use vector notation.

