

## CHAPTER OVERVIEW

### 2: Kinematics

**Topic hierarchy**

- 2.1: Basics of Kinematics
- 2.2: Speed and Velocity
- 2.3: Acceleration
- 2.4: Problem-Solving for Basic Kinematics
- 2.5: Free-Falling Objects

---

This page titled [2: Kinematics](#) is shared under a [not declared](#) license and was authored, remixed, and/or curated by [Boundless](#).