

Forceforge — Concept Poster

Print this and pin it up — an at-a-glance map of the Forceforge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Bexley	Kinematics / motion graphs
Torin	Newton's laws / net force
Colt	Momentum & collisions
Suki	Work & energy / conservation
Koa	Circular motion & gravitation
Elara	Oscillation & waves
Ravel	Electric fields & circuits
Bronte	Magnetism & induction
Caspian	Thermodynamics
Marisol	(Mentor) — guides reflect-on-approach

Key ideas at a glance

The big concepts this cast helps you master:

- 1D kinematics — position, velocity, acceleration, and graphs
 - Vectors and two-dimensional (projectile) motion
 - Newton's laws of motion — net force and acceleration
 - Friction, normal force, and free-body analysis
 - Momentum and impulse
 - Collisions and conservation of momentum
 - Work, kinetic energy, and potential energy
 - Conservation of energy — energy transforms, total conserved
 - Circular motion and centripetal force
 - Universal gravitation and orbits
 - Oscillation and simple harmonic motion
 - Wave properties — wavelength, frequency, and speed
 - Sound — pitch, intensity, and resonance
 - Electric charge, current, and Ohm's law
 - Magnetism and electromagnetic induction
 - Capstone — integrating forces and energy on real systems
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