

Rearranging Formulae



Level 1 - Rearrange simple formulas with one step

Level 2 - Rearrange formulas with two or more steps

Rearranging formulas is just another form of equation solving. We're finding a way to isolate one variable.

Formulas are often presented with a specific subject in mind. For example, the volume of a rectangular prism is given as $V = bhl$ (Volume = base x height x length). We know **V is the subject** as it is alone on one side of the equation.

In order to change the subject we must rearrange the formula.

Just as we did with linear equation solving, **we isolate the term containing the variable we want, followed by isolating the variable itself**. We do this by undoing multiplication, division, addition, or subtraction in reverse order, using inverse operations.

We may need to undo roots, powers and other operations as well.

<p>Example #1</p> <p>If the formula to find final velocity, v, is:</p> $v = u + at$ <p>rearrange to find the initial velocity, u.</p>	<p>Example #2</p> <p>If the formula to find gravitational potential energy, PE, is:</p> $PE = mgh$ <p>rearrange to find the height, h.</p>	<p>Example #3</p> <p>If the formula to find the power, P, in an electric circuit is:</p> $P = I^2R$ <p>rearrange to find the current, I.</p>	<p>Example #4</p> <p>If the formula to find displacement, s, is:</p> $s = ut + \frac{1}{2}at^2$ <p>rearrange to find the acceleration, a.</p>
$v = u + at$ $\begin{matrix} -at & -at \end{matrix}$ <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: 10px auto;"> $u = v - at$ </div>	$PE = mgh$ $\begin{matrix} \overline{mg} & \overline{mg} \end{matrix}$ <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: 10px auto;"> $h = \frac{PE}{mg}$ </div>	$P = I^2R$ $\begin{matrix} \overline{R} & \overline{R} \end{matrix}$ $\frac{P}{R} = I^2$ <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: 10px auto;"> $I = \sqrt{\frac{P}{R}}$ </div>	$s = ut + \frac{1}{2}at^2$ $s - ut = \frac{1}{2}at^2$ $2(s - ut) = at^2$ <div style="border: 1px dashed black; padding: 5px; width: fit-content; margin: 10px auto;"> $a = \frac{2(s - ut)}{t^2}$ </div>

Remember:

- Keep the equation balanced. Whatever you do to one side, you must do to the other.
- Work backward. Undo operations in reverse order of how they're applied (last done, first undone).