

Kinematics Note

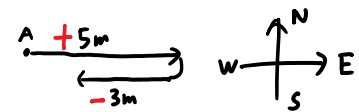
July 9, 2019 8:05 AM

Unit 1: Kinematics in 1D 1 – Vector and Scalar, Distance and Position

There are two types of measurement: with Direction or without. [] - direction.

Scalars: Magnitude only		Vectors: Magnitude and direction	
m	mass (ex, 56 kg)	\vec{F}	Force (20 N [right])
v	speed (m/s)	\vec{v}	Velocity (20 m/s [South])
t	time	\vec{d}	Displacement (30 m [N])
T	temperature ($^{\circ}C$)		

- Kinematics:** The study of an object's motion.



Position, Distance and Displacement

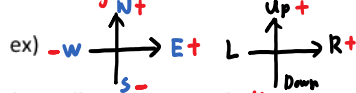
- Distance (d):** the separation between two points. Ex, the length of an object. Usually measures in meter. No direction needed



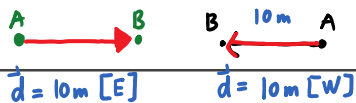
- Displacement (Δd or \vec{d}):** A measure of the change in position. Needs direction

$\Delta d = \text{final position} - \text{initial position}$
↳ delta → change in

The Sign of the value for indicates the direction.



Traditionally we assign North and East as positive (+) and South and West as negative.



Worksheet 1a – Distance and displacement

- Frank is driving along a straight highway when he notices a marker that says "260km". He continues to the 150-km marker and then turns around and goes back to the 175-km marker.
 - What is the total distance travelled?
 - What is the total displacement for the whole trip?
- A physics book is moved once around the perimeter of a table of dimensions 1.0 m by 2.0 m.
 - What is the resultant displacement of the book?
 - What is the distance travelled by the book?

Answer: 1) 135 km, 85km forward 2) 0 m, 6 m

Speed vs Velocity

Speed (v): change in distance per time

$$v = \frac{d}{t}$$

d ← distance (m)
 t ← time (sec)
 (m/s)

• Speed is a Scalar



Velocity (\vec{v}): change in position per time

displacement

$$\vec{v} = \frac{\vec{d}}{t}$$

Avg Velocity

$$\vec{d} = \vec{v} \cdot t$$

$$t = \frac{\vec{d}}{\vec{v}}$$

• Velocity is a Vector

Ex1): A student travels 11 m north and then turns around and travels 25 m south. If the total time of travel is 12 s, find:

a) The student's average speed.

11m ↑
 ↓ 25m

$$\text{dist} = 11\text{ m} + 25\text{ m} = 36\text{ m}$$

$$V = \frac{d}{t} = \frac{36\text{ m}}{12\text{ s}} = 3\text{ m/s}$$

speed

b) The student's average velocity.

$$\text{displacement} = 11\text{ m} - 25\text{ m} = -14\text{ m}$$

$$\vec{v} = \frac{\vec{d}}{t} = \frac{-14\text{ m}}{12\text{ s}} = -1.17\text{ m/s}$$

1.17 m/s [S]

1) How long does it take a car traveling at 45 km/h to travel 100.0 m?

$$45\text{ km/h} \rightarrow 12.5\text{ m/s} \quad t = \frac{d}{v} \quad t = \frac{100\text{ m}}{12.5\text{ m/s}} = 8\text{ sec}$$

2) How far does a skateboarder travel in 22 s if his average velocity is 12.0 m/s?

$$V = 12\text{ m/s} \quad t = 22\text{ s} \quad V = \frac{d}{t} \quad 12 = \frac{d}{22} \quad 264\text{ m} = d$$

3) A shopping cart moves from a point 3.0 m West of a flagpole to a point 18.0 m East of the flagpole in 2.5 s.

Find its average velocity.



Worksheet 1b – Average Speed and Velocity

1. A high school bus travels 240 km in 6.0 h. What is its average speed for the trip? (in km/h)

2. A spider travels across a driveway 3.6 m wide with a speed of 14 cm/s. How long will it take to cross the driveway?

3. A basketball player steals the ball and runs the length of the court in 8.5 sec at a speed of 5.0 m/s. How long is the court?

4. if a car is traveling at 25 m/s, how far does it travel in 1.0 hour?

5. A caterpillar travels across the length of a 2.00 m porch in 6.5 minutes. What is the average velocity of the caterpillar in m/s?

Worksheet 1b – Average Speed and Velocity

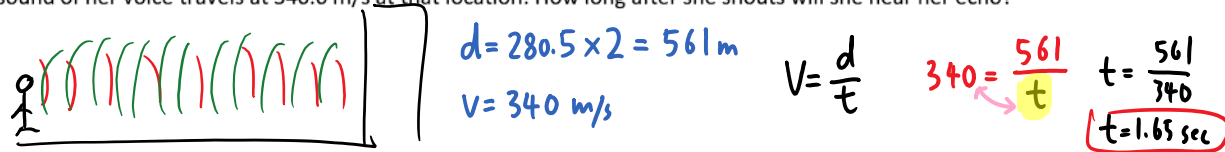
6. A motorist traveling on a straight stretch of open highway sets his cruise control at 90.0 km/h. How far will he travel in 15 minutes?

$V = \frac{d}{t}$
 $25 = \frac{d}{900}$
 $d = 22500 \text{ m} \Rightarrow 2.25 \text{ km}$

$V = 90 \text{ km/h} \xrightarrow{\div 3.6} 25 \text{ m/s}$
 $t = 15 \text{ min} \xrightarrow{\times 60} 900 \text{ sec}$

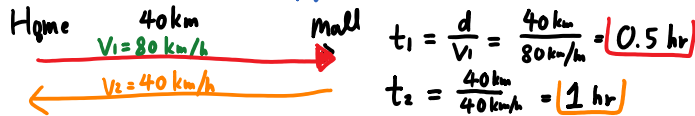
7. A motorcycle travels 90.0 km/h. How many seconds will it take the motorcycle to cover $2.10 \times 10^3 \text{ m}$?

8. *A hiker is at the bottom of a canyon facing the canyon wall closest to her. She is 280.5 m from the wall and the sound of her voice travels at 340.0 m/s at that location. How long after she shouts will she hear her echo?

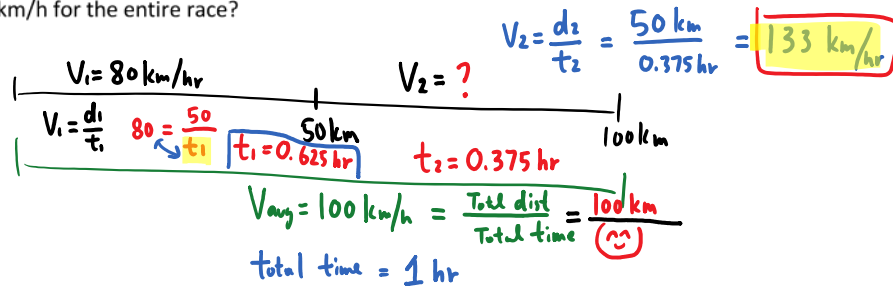


9. **A woman from Pasadena makes a trip to a nearby shopping mall that is located 40.0 km from her home. On the trip to the mall she averages 80.0 km/h but gets a speeding ticket upon her arrival. On the return trip she averages just 40.0 km/h. What was her average speed for the entire trip?

Avg Speed: $V = \frac{\text{Total distance traveled}}{\text{Total time}} = \frac{80 \text{ km}}{1.5 \text{ hr}} = 53.3 \text{ km/hr}$



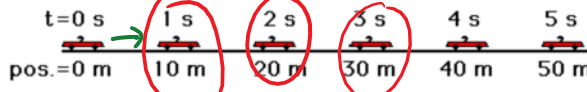
10. ***A cross-country rally car driver sets out on a 100.0 km race. At the halfway marker (50.0 km), her pit crew radios that she has averaged only 80.0 km/h. How fast must she drive over the remaining distance in order to average 100.0 km/h for the entire race?



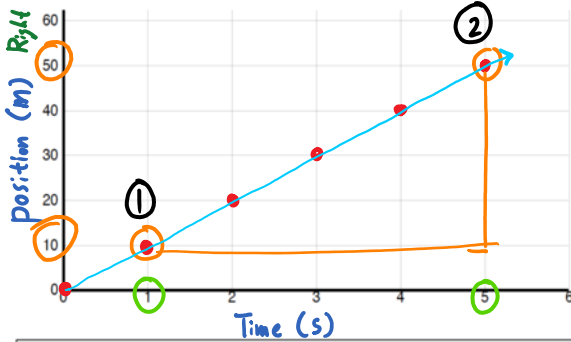
Ans 1) 40 km/h 2) 26 s 3) 43 m 4) $9 \times 10^4 \text{ m}$ 5) $5.1 \times 10^{-3} \text{ m/s}$ 6) 23000 m 7) 84 s 8) 1.650 s 9) 53.3 km/h 10) 133 km/h

2 – Position-time graph and Velocity-time graph

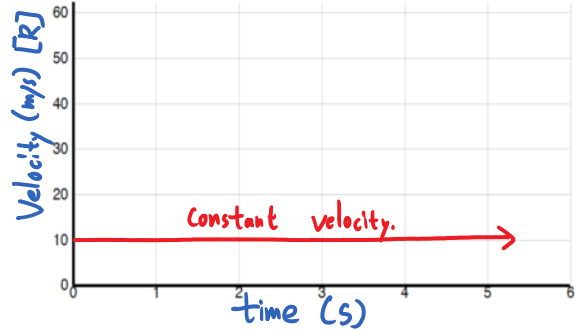
Position-time (\bar{d} -t) graphs show an object's position as a function of time.
 Independent variable (x-axis) is time. The dependent variable (y-axis) is position.



Title: Position vs Time Graph



Velocity vs Time Graph



Lets calculate the slope for the line made by the dots:

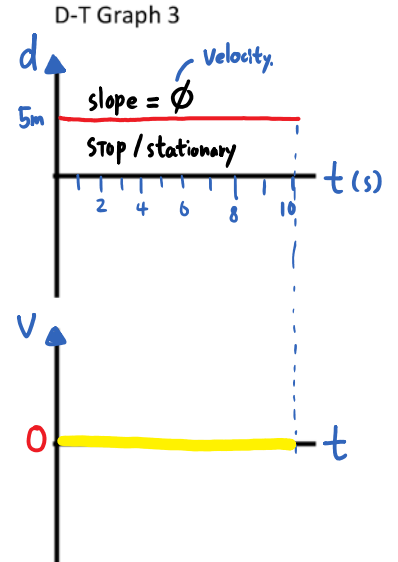
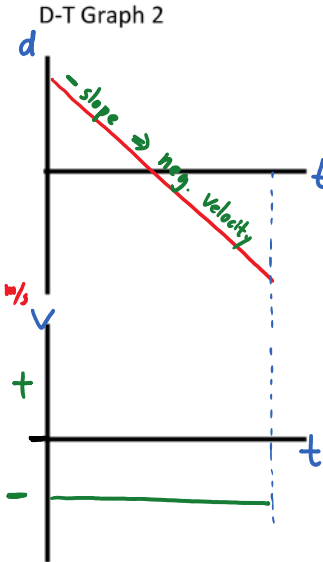
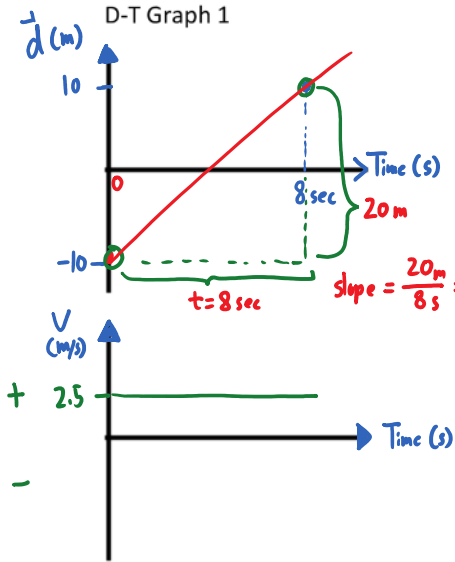
$$\text{slope} = \frac{\text{rise}}{\text{run}} \Rightarrow m = \frac{y_2 - y_1}{x_2 - x_1} = \frac{40\text{m}}{4\text{s}}$$

$$\therefore \text{slope} = 10 \frac{\text{m}}{\text{s}} \leftarrow \text{Velocity } \left(\frac{\text{m}}{\text{s}} \right) !!!$$

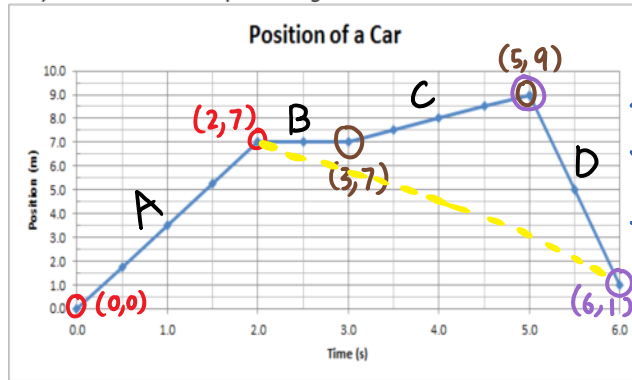
Slope of d-t graph = Velocity !!!!

If d-t graph shows a constant slope straight line \rightarrow Constant speed/Velocity

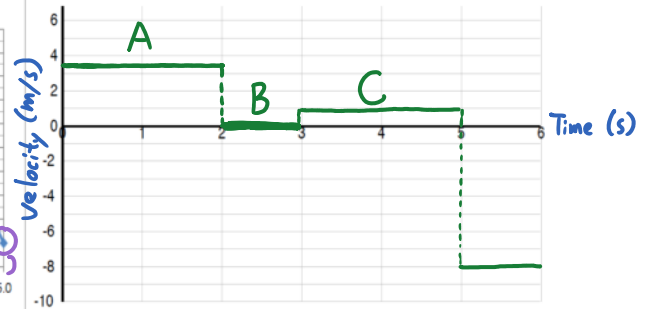
Relating Position-Time Graph to Velocity-Time Graph



Ex1) Position-Time Graphs in Segments



Velocity of a car



For practice, find **average velocity** from:

t = 0s to t = 2s (A)

$$V = \frac{7-0}{2-0} = 3.5 \text{ m/s}$$

t = 5s to t = 6s (D)

$$V = \frac{1-9}{6-5} = \frac{-8}{1} = -8 \text{ m/s}$$

t = 2s to t = 3s (B)

$$V = 0 \text{ m/s}$$

t = 2s to t = 6s

$$V = \frac{7-1}{6-2} = \frac{6}{4} = 1.5 \text{ m/s}$$

t = 3s to t = 5s (C)

$$V = \frac{9-7}{5-3} = \frac{2}{2} = 1 \text{ m/s}$$

t = 3s to t = 6s

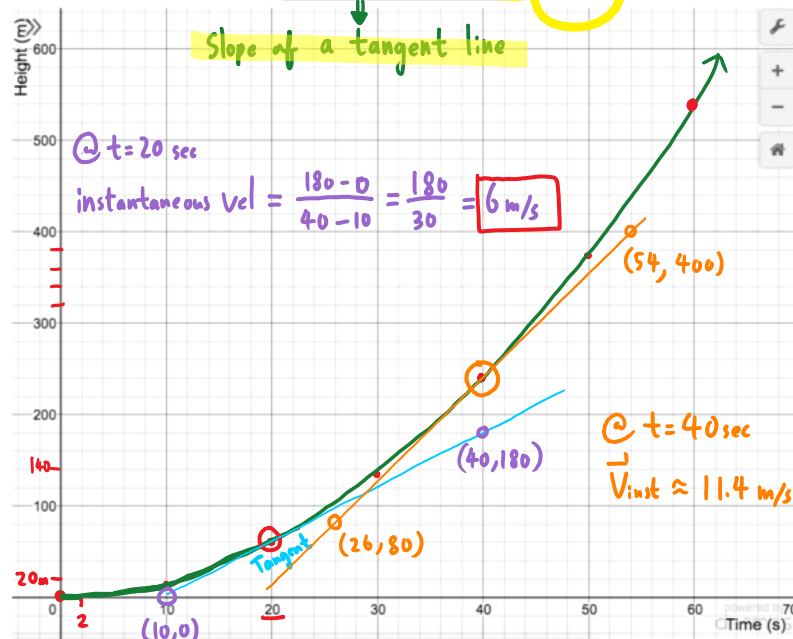
$$\text{Average velocity} = -2 \text{ m/s}$$

Ex2) A rocket takes off and the height is recorded as follows.

a) Find the average velocity.

b) Graph the position vs time and find the **instantaneous velocity** at 20 and 40 seconds.

h (m)	t (s)
0	0
15	10
60	20
135	30
240	40
375	50
540	60

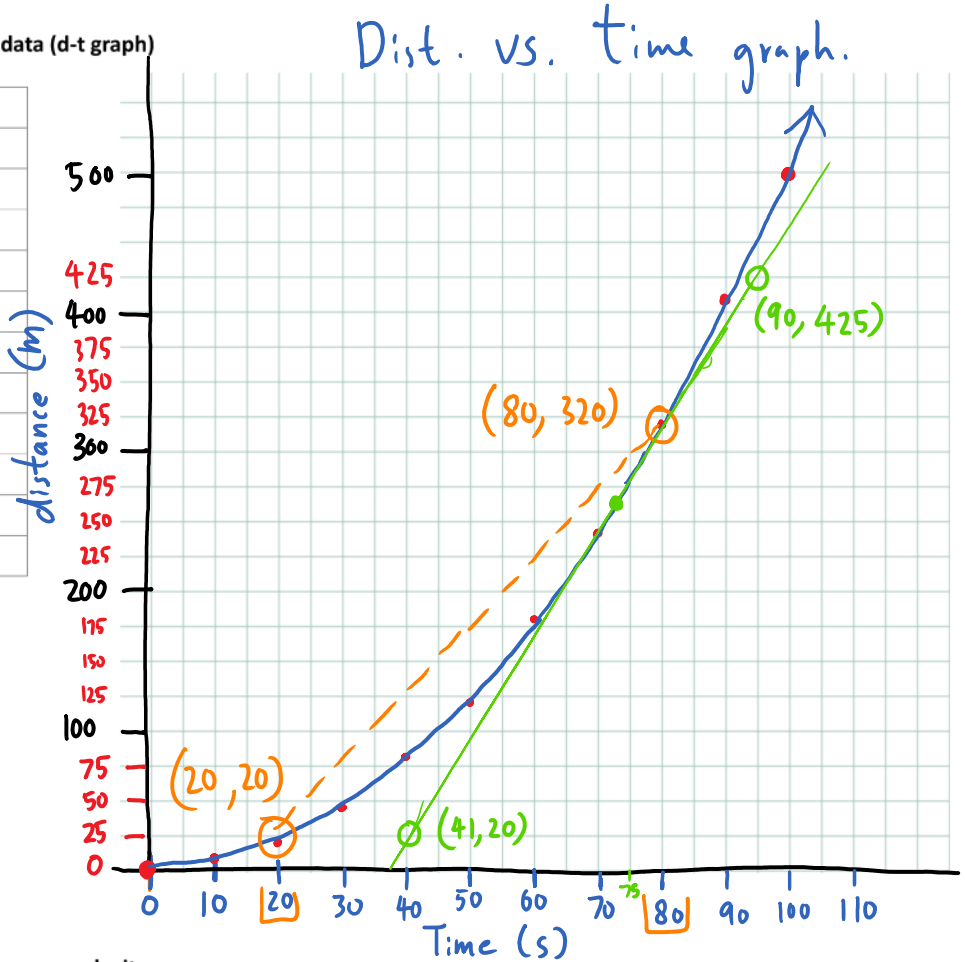


Worksheet 1.2 - Graphing Exercise: D-t graph to Velocity

Part 1: Graph the data (d-t graph)

Data:

d(m)	t(s)
0	0
5	10
20	20
45	30
80	40
120	50
180	60
240	70
320	80
410	90
500	100



Questions:

- Find the **average velocity**
 - in the first 20 seconds
 - from 20 seconds to 80 s
 - for the whole trip

$$b) v = \frac{320 - 20}{80 - 20} = \frac{300}{60} = 5 \text{ m/s}$$

- Find the **instantaneous velocity** at
 - 20 seconds,
 - 40 seconds,
 - 73 seconds

$$c) v = \frac{425 - 20}{90 - 41} = \frac{405}{49} = 8.3 \text{ m/s}$$

Answer: 1a) 1m/s

b) 5 m/s

c) 5 m/s

2a) 2 m/s

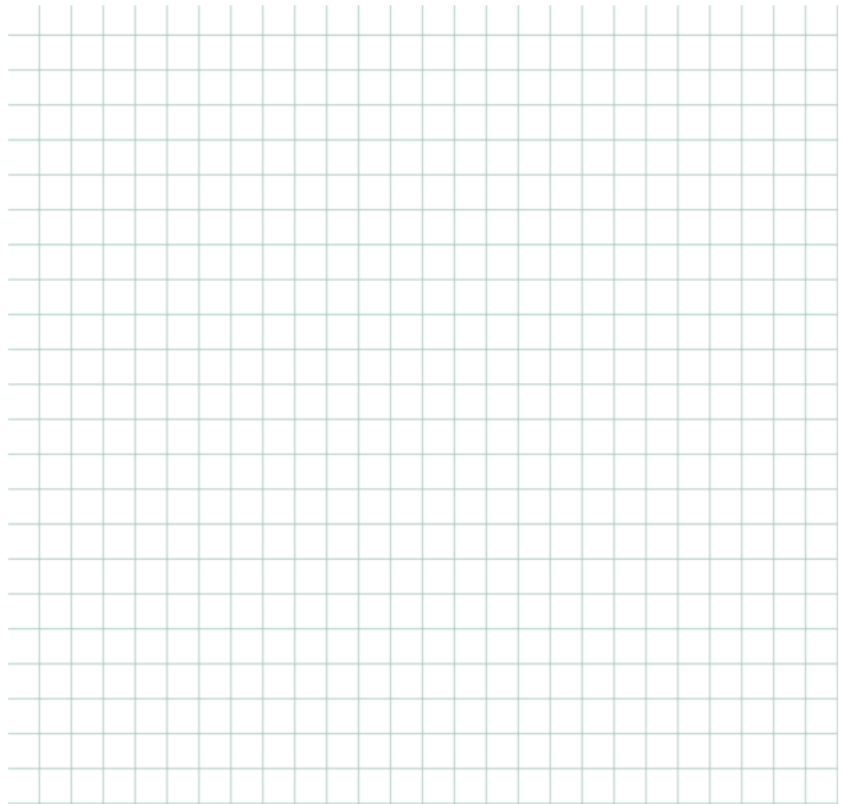
b) 4 m/s

c) 7.3 m/s

Part 2: Graph the data (d-t graph)

Data:

d(m)	t(s)
10	0
13.1	0.5
16	1
18.1	1.5
19.5	2
20	2.5
19.5	3
18.1	3.5
15.9	4
13.1	4.5
10	5
6.9	5.5
4.1	6
1.9	6.5
0.5	7
0	7.5
0.5	8
1.9	8.5
4.1	9
6.9	9.5
10	10



Graph the data

- Find the average velocity a) in the first 2 seconds, b) from 2 seconds to 8 s, c) for the whole trip
- Find the instantaneous velocity at a) 1.0 seconds, b) 3.0 seconds, c) 5.0 seconds and d) 1.7 seconds
- When is the object at rest?
- When is the object speeding up?
- Describe the motion of the object in detail

Answer: 1a) 4.8 m/s. b) -3.2 m/s c) 0 2a) 5 m/s b) -2 m/s c) -7 m/s d) 1.7 m/s
 3) 2.5s and 7.5 s 4) 2.5 → 5 s and 7.5 → 10 s
 5. - slows down, stops -speeds up backwards - slows down backwards, stops -speeds up forwards

Acceleration

A vector quantity that describes change in velocity. Denoted a or \vec{a} .

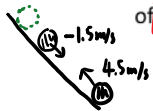
- Conceptually, acceleration is to velocity as velocity is to displacement.
- For this class we will always assume that acceleration is constant.
- Note that any object with zero $a = \phi$ acceleration has constant velocity.
- The units of acceleration: $m/s/s$. This is usually written as m/s^2 .

$$\vec{a}_{avg} = \frac{\Delta V}{t} = \frac{V_f - V_i}{t}$$

$$\vec{v}_{avg} = \frac{\Delta d}{t}$$

unit $\frac{V}{t} \rightarrow \frac{(m/s)}{s} \rightarrow m/s^2$

Example: A child rolls a ball up a hill at $4.5 m/s$ [forward]. After 5.00 seconds, the ball is rolling back with a velocity of $-1.5 m/s$ [forward]. What is the ball's acceleration?

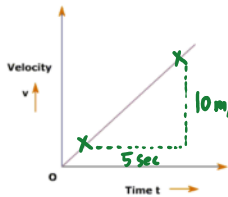


$$a_{avg} = \frac{V_f - V_i}{t} = \frac{-1.5 m/s - 4.5 m/s}{5 \text{ sec}} = \frac{-6 m/s}{5 s} = -1.2 m/s^2 = 1.2 m/s^2 \text{ [Down hill]}$$

Velocity-Time Graphs



Lets look at the slope calculation for such a graph



$$m = \frac{\text{rise}}{\text{run}} = \frac{\Delta y}{\Delta x} = \frac{10 m/s}{5 \text{ sec}} = 2 m/s^2$$

slope of v-t graph = acceleration

* slope of d-t graph = Velocity

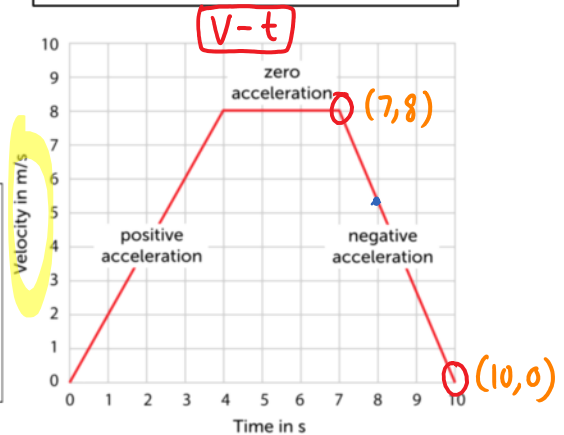
Slope of V-T graph = Acceleration

Example: Use the graph to determine...

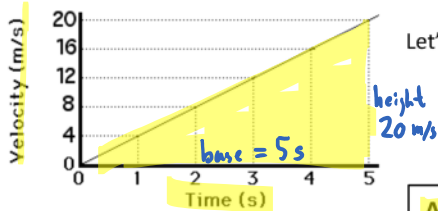
- a) Velocity at $t = 2s, 5s, 8s?$
 $4 m/s, 8 m/s, 5.3 m/s$

b) Acceleration from

$t = 0.0 - 4.0s$ $a = \frac{\Delta V}{t} = \frac{8 m/s}{4 s}$ $\vec{a} = 2 m/s^2$ [forward]	$t = 4.0 - 7.0s$ $\vec{a} = \phi$	$t = 7.0 - 10.0s$ $\vec{a} = \frac{8 - 0}{7 - 10} = \frac{8}{-3}$ $\vec{a} = -2.7 m/s^2$
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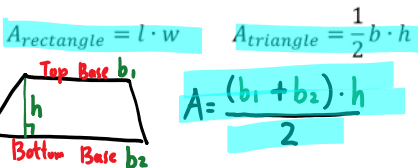
Calculating Displacement from Velocity-Time Graphs

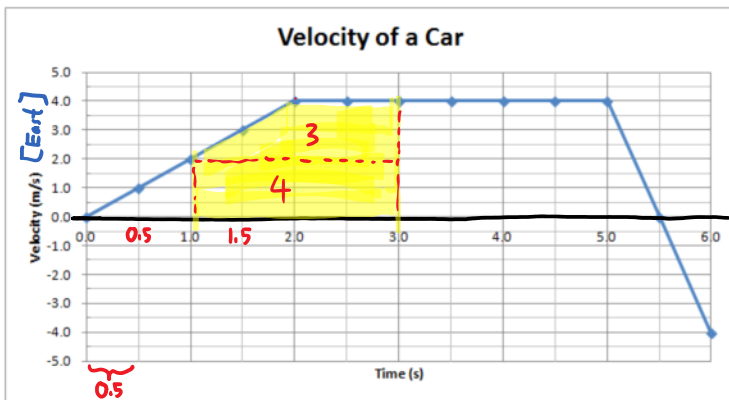


Let's calculating the total area under the curve for the v-t graph.

$$\text{Area} = \frac{1}{2} b \cdot h = \frac{1}{2} (5 s) (20 m/s) = 50 \cancel{s \cdot m/s} = 50 m \text{ displacement.}$$

Area under the V-T graph to the x-axis = displacement





Important!! if part of the graph is below the x-axis under the 0 m/s line (that is, the velocity is negative), the displacement for that segment is also negative.



Example: Find the total displacement of the car whose velocity-time graph is shown above between:

<p>$t = 0.0$ and $t = 2.0$</p> <p>$\vec{d} = \frac{1}{2}(2)(4) = 4\text{ m [E]}$</p>	<p>$t = 2.0$ and $t = 5.0$</p> <p>$\vec{d} = 3(4) = 12\text{ m [E]}$</p>	<p>$t = 5.0$ and $t = 6.0$</p> <p>$\vec{d} = \phi\text{ m}$</p>	<p>$t = 0.0$ and $t = 6.0$ $t = 1$ and $t = 3$</p> <p>Try ☺</p> <p>7m [East]</p>
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From Velocity-Time Graph to Displacement-Time Graph and Acceleration-time graph

<p>$V=0$ Stationary Object</p>			
<p>$a=\phi$ const. vel. Uniform Motion</p>			
<p>Motion with Constant Acceleration</p>			

Physics 11

Unit 1: Kinematics in 1D
5 – Position, Velocity and Acceleration Graph

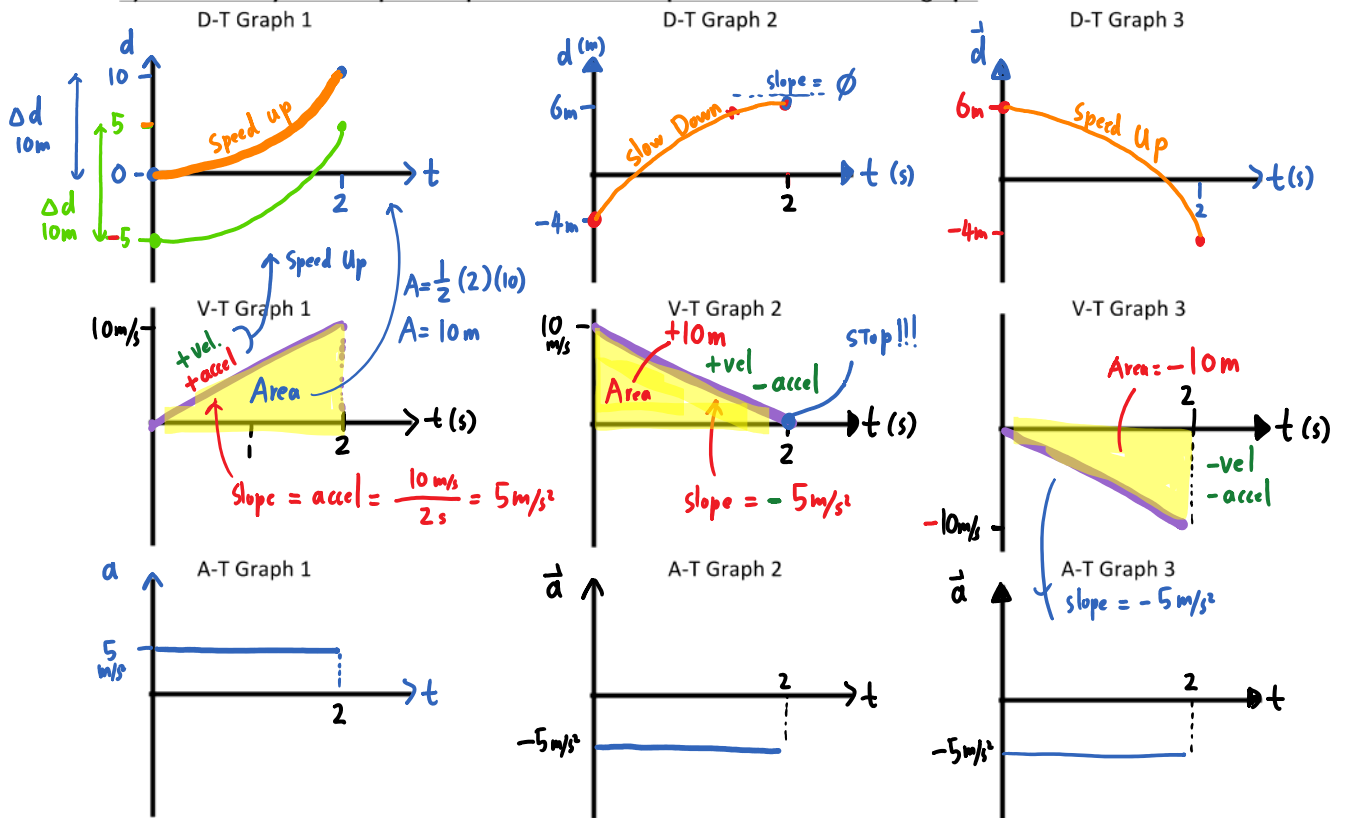
Lets summarize what we have learned about d-t, v-t and a-t graph so f

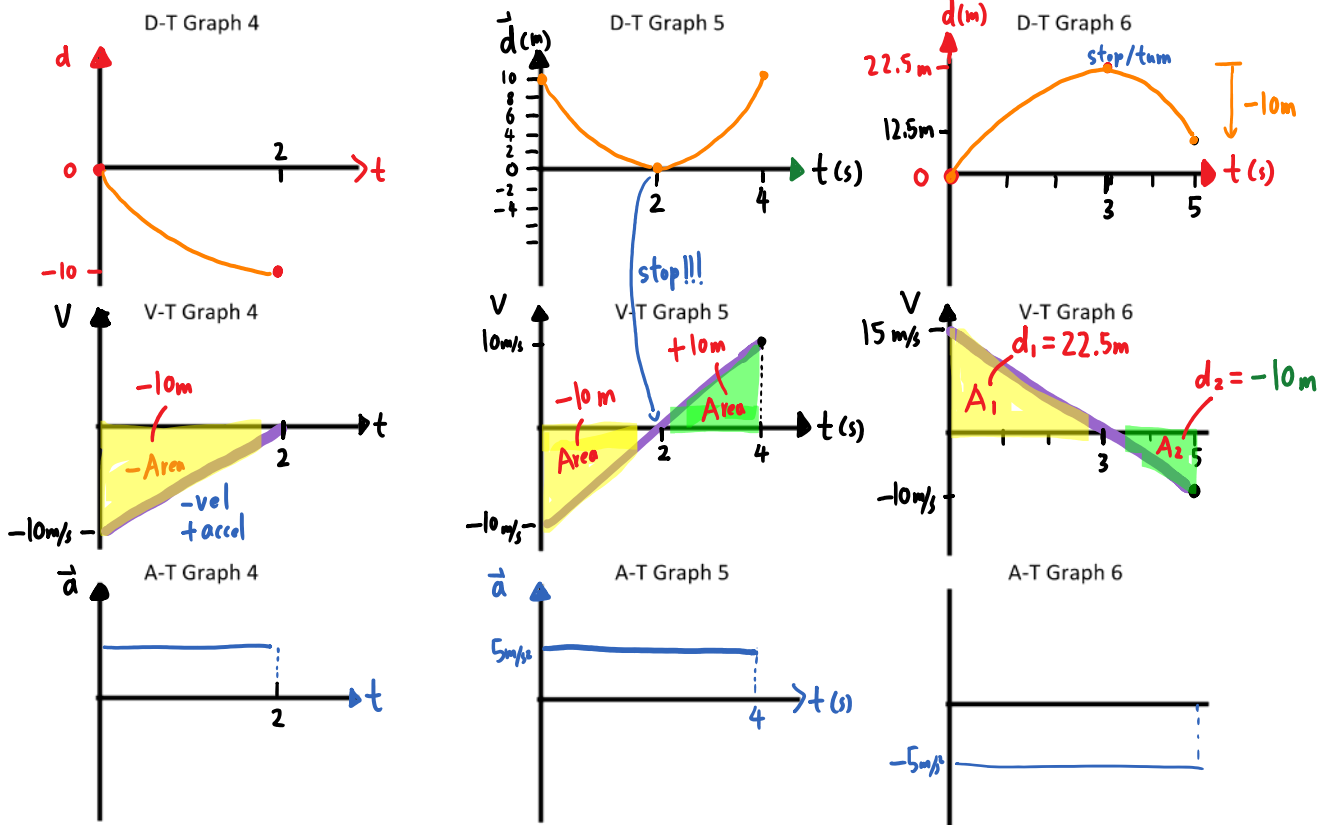
For d vs. t graphs	For v vs. t graphs
<ul style="list-style-type: none"> $Slope = \frac{rise}{run} = \frac{displacement}{time} =$ 	<ul style="list-style-type: none"> $Slope = \frac{rise}{run} = \frac{velocity}{time} =$ $Area\ under\ graph = velocity \times time =$

A) Signs on velocity and acceleration: Speeding up or slowing down?

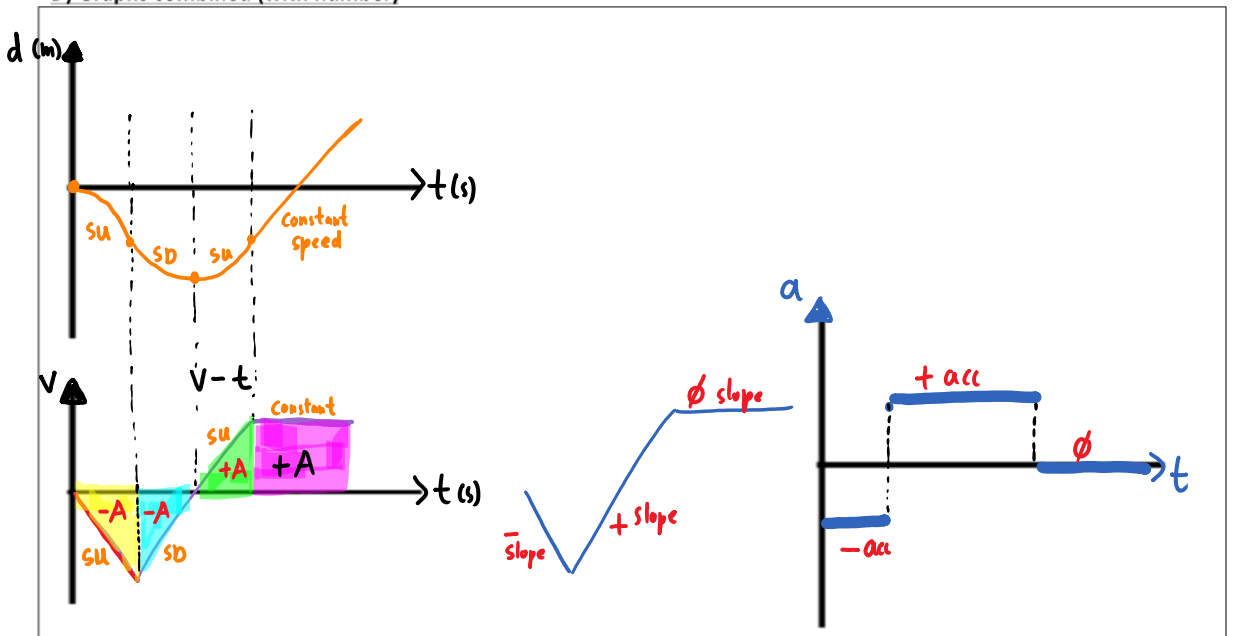
Velocity	Acceleration	Speeding up/down?	Ex.
+	+	SU ↗	
+	-	SD ↘	
-	-	SU ↙	
-	+	SD ↗	

B) From Velocity-Time Graph to Displacement-Time Graph and Acceleration-time graph





D) Graphs combined (with number)

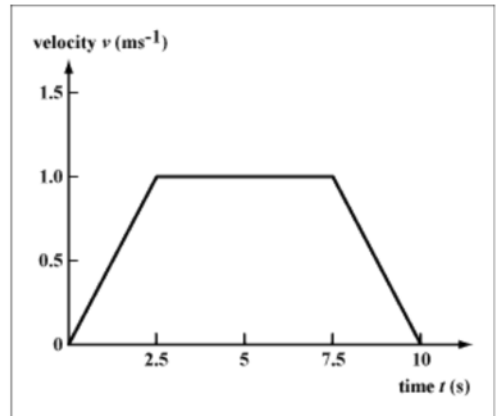


Worksheet 1.3 - V-t graph and acceleration

1. Given the following velocity vs time graph

Find

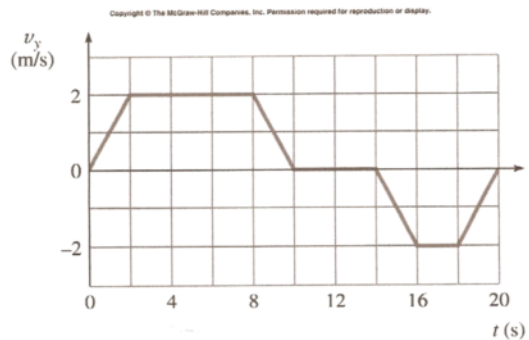
- acceleration at 1.0 seconds
- acceleration at 3.0 seconds
- acceleration at 7.7 seconds
- total displacement
- displacement after 5 seconds
- describe the motion
- draw a position vs time graph for the motion



2. Given the following velocity vs time graph

Find

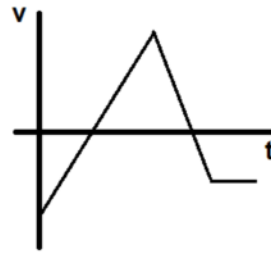
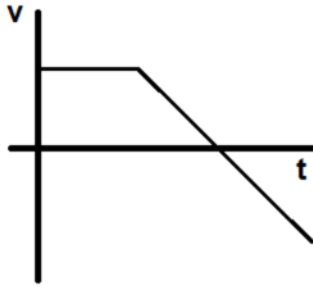
- acceleration at 1.0 seconds
- acceleration at 3.0 seconds
- acceleration at 15 seconds
- total displacement
- displacement after 5 seconds
- displacement after 16 seconds
- describe the motion
- draw a position vs time graph for the motion



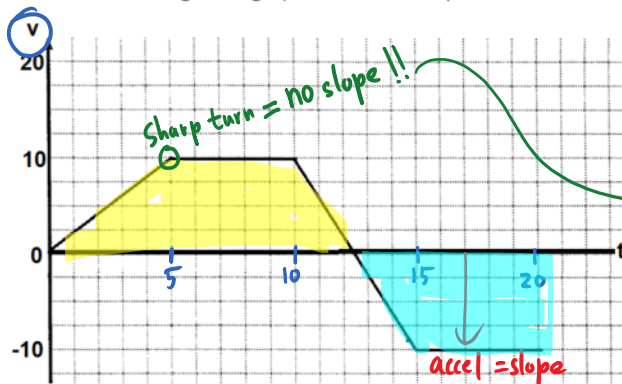
~~3. Draw velocity and displacement vs time graphs for the following scenarios~~

- ~~A car accelerates from rest then decelerates to a slower constant speed~~
- ~~An object is thrown upwards and caught on the way down~~
- ~~A baseball is pitched and hit~~
- ~~A wingsuit base jumper makes his jump~~
- ~~An object is dropped from a great height~~

4. For each v vs t graph: describe the motion in detail and draw the corresponding d vs t graph



5. In the following v vs t graph where each square is 1.0 seconds on the time axis, and v is in m/s



a) the velocity at 2, 7, 10 and 17 seconds

$t=2 \quad v=3.5 \text{ m/s}$

b) the acceleration at 2, 5, 10 and 17 seconds

$t=17 \text{ s} \quad a=0$

$t=5 \text{ s} \quad a=\text{undefined}$

c) the displacement for the first 5 seconds

d) the displacement for the first 20 seconds

$$A_1 = \frac{(5+12.3)10}{2} = 86.5 \text{ m}$$

$$A_2 = \frac{(7.7+5)10}{2} = -63.5 \text{ m}$$

$\therefore \text{Total } \bar{d} = 23 \text{ m}$

e) the displacement over the final 10 seconds

f) the average velocity

$$V_{\text{avg}} = \frac{\text{total displacement}}{\text{total time}} = \frac{23 \text{ m}}{20 \text{ sec}} = 1.15 \text{ m/s}$$

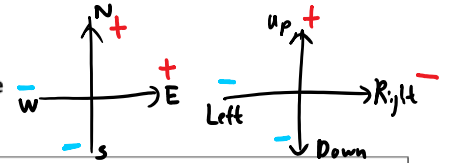
g) draw the corresponding d vs t graph assuming the object starts at d=0

$$\vec{a} = \frac{\Delta v}{t} \quad \vec{a}t = v_f - v_i$$

$$\vec{a}t + v_i = v_f$$

Physics 11

Unit 1: Kinematics in 1D
4 - Kinematic Equations: The big three

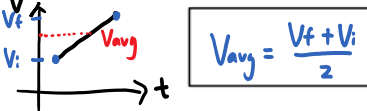


Lets summarize what we have learned about d-t, v-t and a-t graph so far

If an object is accelerating then the formula:

$$v = \frac{\Delta d}{\Delta t} \quad \text{Gives us only the average velocity}$$

We can also find the average velocity using:



In order to solve problems with uniform acceleration we need to use 3 formulae. These 3 formulae use the variables:

$$v_f = \text{final velocity (m/s)} \quad d = \text{displacement (m)}$$

$$v_i = \text{initial vel (m/s)} \quad t = \text{time (s)}$$

$$a = \text{acceleration (m/s}^2\text{)}$$

always positive (+) or (-)

1)
$$\vec{v}_f = \vec{v}_i + \vec{a}t$$

Ex: a car traveling at 7.0 m/s East speeds up to 22.0 m/s East in 1.7 s. What is its acceleration?

$$v_i = 7 \text{ m/s}$$

$$v_f = 22 \text{ m/s}$$

$$t = 1.7 \text{ sec}$$

$$a = ?$$

$$v_f = v_i + at$$

$$22 = 7 + a(1.7)$$

$$15 = 1.7a$$

$$\frac{15}{1.7} = \frac{1.7a}{1.7}$$

$$a = 8.8 \text{ m/s}^2 \text{ [East]}$$

2)
$$\vec{d} = \vec{v}_i t + \frac{1}{2} \vec{a} t^2$$

Ex: A sprinter starts from rest and accelerates uniformly. He travels 100.0 m south in 9.69 s. What was his acceleration?

$$v_i = 0$$

$$d = -100 \text{ m}$$

$$t = 9.69 \text{ sec}$$

$$a = ?$$

$$d = v_i t + \frac{1}{2} a t^2$$

$$-100 = 0 + \frac{1}{2} a (9.69)^2$$

$$-100 = 46.95 a$$

$$a = -2.13 \text{ m/s}^2$$

$$\vec{a} = 2.13 \text{ m/s}^2 \text{ [South]}$$

3)
$$v_f^2 = v_i^2 + 2ad$$

Ex: A banana boat accelerates from 15.0 km/h at 2.00 m/s². How far has it traveled when it reaches 30.0 km/h?

$$a = 2 \text{ m/s}^2$$

$$v_i = 4.17 \text{ m/s}$$

$$d = ?$$

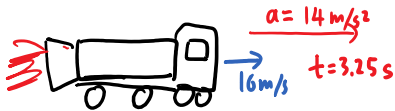
$$v_f = 8.33 \text{ m/s}$$

$$v_f^2 = v_i^2 + 2ad$$

$$(8.33)^2 = (4.17)^2 + 2(2)d$$

$$52 = 4d$$

$$d = 13 \text{ m}$$



Ex 1: A Rocket Truck is traveling at 16.0 m/s when a plane passes it. It immediately hits the jets and accelerates at 14.0 m/s² for 3.25 s

a) What final velocity does it reach?

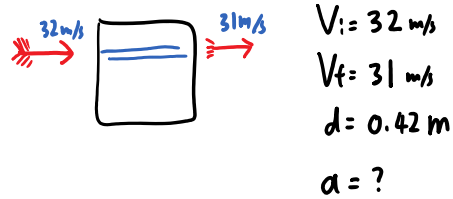
$V_i = 16 \text{ m/s}$ $V_f = V_i + at$
 $a = 14 \text{ m/s}^2$ $V_f = 16 + 14(3.25)$
 $t = 3.25 \text{ s}$
 $V_f = ?$ $V_f = 61.5 \text{ m/s}$

	V_i	V_f	a	t	d
$V_f = V_i + at$	✓	✓	✓	✓	
$d = V_i t + \frac{1}{2} at^2$	✓		✓	✓	✓
$V_f^2 = V_i^2 + 2ad$	✓	✓	✓		✓

b) how far does it travel in this time?

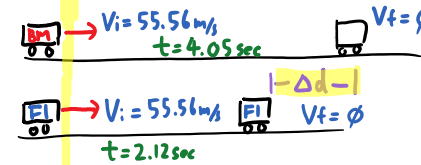
$d = ?$
 $d = V_i t + \frac{1}{2} at^2$
 $d = 16(3.25) + \frac{1}{2}(14)(3.25)^2$
 $d = 126 \text{ m}$

Ex 2: An arrow strikes a can at 32.0 m/s and exits at 31.0 m/s. If the arrow is 42 cm long find its acceleration as it pierced the can. Ignore the width of the can.



$V_i = 32 \text{ m/s}$
 $V_f = 31 \text{ m/s}$
 $d = 0.42 \text{ m}$
 $a = ?$
 $V_f^2 = V_i^2 + 2ad$
 $31^2 = 32^2 + 2a(0.42)$
 $-63 = 0.84a$
 $a = -75 \text{ m/s}^2$

Ex 3: A BMW and an F1 car both cross the finish line traveling at 200.0 km/h. The BMW comes to a stop in 4.05 s and the F1 in 2.12 s. How much further did the BMW travel while stopping than the F1 car?



BMW $V_f = V_i + at$
 $0 = 55.56 + a(4.05)$
 $= -13.72 \text{ m/s}^2$
F1

Method #2

for both cars: $55.56 \text{ m/s} \rightarrow 0 \text{ m/s}$

$d = V_i t + \frac{1}{2} at^2$
 $d = 55.56(4.05) + \frac{1}{2}(-13.72)(4.05)^2$
 $d = 112.5 \text{ m}$ stopping dist. for BMW

$V_i + V_f$
 $\frac{55.56 + 0}{2}$
 $V_{avg} = 27.78 \text{ m/s}$
 BMW $t = 4.05 \text{ s}$
 F1 $t = 2.12$
 $d = V_{avg} t$
 $d = 27.78(4.05)$
 $d = 112.5 \text{ m}$
 $d = 27.78(2.12)$
 $d = 58.9 \text{ m}$

$d = 58.9 \text{ m}$

$\Delta d = 112.5 - 58.9 = 53.6 \text{ m}$

$\Delta d = 53.6 \text{ m}$

Worksheet 4 - Kinematic Equations

1. A ball rolling down a hill was displaced 19.6 m while uniformly accelerating from rest. If the final velocity was 5.00 m/s. what was the rate of acceleration?

0.638 m/s²

2. A car starts from rest and accelerates uniformly to reach a speed of 21 m/s in 7.0 s. What was the speed of the object after 2.0 seconds?

6.0 m/s

(!!) 3. A bike rider accelerates uniformly at 2.0 m/s² for ~~3.0 s~~ if the rider starts from rest, calculate the distance traveled in the **fourth** second. (i.e. between t = 3 s and t = 4 s).

$V_i = \phi$	$V_i = 11$
$a = 2 \text{ m/s}^2$	$a = 11$
$t = 3 \text{ s}$	$t = 4 \text{ s}$
$d_1 = ?$	$d_2 = ?$

7 m

4. If a bullet leaves the muzzle of a rifle at 600.0 m/s, and the barrel is 0.90 m long, what was the acceleration of the bullet while in the barrel?

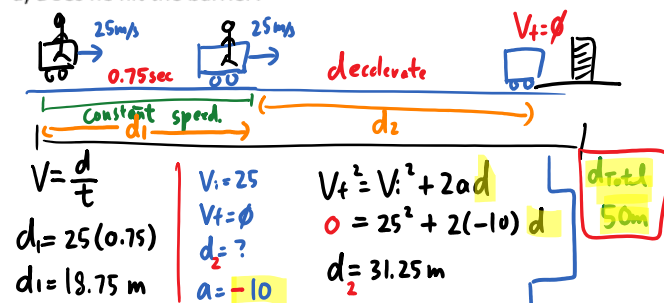
$2 \times 10^5 \text{ m/s}$

5. The Jamaican bobsled team hit the brakes on their sled so that it decelerates at a uniform rate of 0.43 m/s². How long does it take to stop if it travels 85 m before coming to rest?

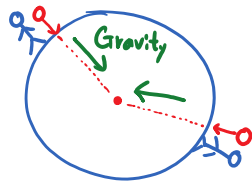
20 sec

Bonus: A driver of a car going ~~90~~ ^{25 m/s} km/h suddenly sees the lights of a barrier 40.0 m ahead. It takes the driver 0.75 s before he applies the brakes (this is known as reaction time). Once he does begin to brake, he decelerates at a rate of 10.0 m/s².

a) Does he hit the barrier?



b) SUPER-BONUS: What would be the maximum speed at which the car could travel and NOT hit the barrier 40.0 m ahead?



$$① V_f = V_i + at$$

$$② V_f^2 = V_i^2 + 2ad$$

$$③ d = V_i t + \frac{1}{2} at^2$$

Physics 11

Unit 1: Kinematics in 1D
5 - Acceleration Due to Gravity

$$V_i = 0$$

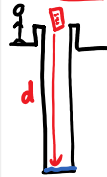
$$-45 = 12t + \frac{1}{2}(-9.8)t^2$$

- In the absence of air friction... all objects accelerate at the same rate.
- Near Earth's surface the acceleration is

$$g = -9.8 \text{ m/s}^2$$

↑ acceleration due to gravity.

Example: A student drops their homework down a wishing well. After 2.4 s it hits the water at the bottom. How deep is the well?



$$V_i = 0$$

$$t = 2.4$$

$$d = ?$$

$$d = V_i t + \frac{1}{2} at^2$$

$$d = \frac{1}{2}(-9.8 \text{ m/s}^2)(2.4)^2$$

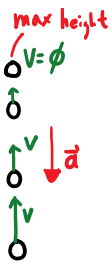
$$a = -9.8 \text{ m/s}^2$$

$$d = \ominus 28 \text{ m}$$

The well is 28m deep

Example:

A football is kicked straight up in the air at 15 m/s.



a) How high does it go?

$$V_i = 15 \text{ m/s}$$

$$a = -9.8 \text{ m/s}^2$$

$$V_f = \emptyset \text{ * @ max height}$$

$$d = ?$$

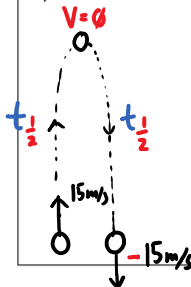
$$V_f^2 = V_i^2 + 2ad$$

$$0 = 15^2 + 2(-9.8)d$$

$$-225 = -19.6d$$

$$d_{\text{max}} = 11.5 \text{ m}$$

b) What is its total hangtime? / airtime.



Method #1

$$V_i = 15$$

$$a = -9.8$$

$$t_{\frac{1}{2}} = ?$$

$$V_f = \emptyset \text{ max height}$$

$$V_f = V_i + at$$

$$\emptyset = 15 + (-9.8)t$$

$$t_{\frac{1}{2}} = 1.53 \text{ sec}$$

$$\therefore \text{Total } t = 3.06 \text{ s}$$

Method #2

$$V_i = 15 \text{ m/s}$$

$$a = -9.8$$

$$t = ?$$

$$V_f = -15 \text{ m/s}$$

$$V_f = V_i + at$$

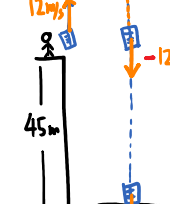
$$-15 = 15 + (-9.8)t$$

$$-30 = -9.8t$$

$$t = 3.06 \text{ s}$$

Example: A student stands on the edge of a 45.0 m high cliff. They throw their physics homework straight up in the air at 12.0 m/s.

a. How long does it take to come back down to the same height as the student?



$$V_i = 12$$

$$V_f = -12$$

$$a = -9.8$$

$$t = ?$$

$$V_f = V_i + at$$

$$-12 = 12 + (-9.8)t$$

$$-24 = -9.8t$$

$$t = 2.45 \text{ sec}$$

c) Airtime Optim 1

$$d = -45 \text{ m}$$

$$V_i = 12$$

$$a = -9.8$$

$$t = ?$$

$$d = V_i t + \frac{1}{2} at^2$$

$$-45 = 12t + \frac{1}{2}(-9.8)t^2$$

$$0 = -4.9t^2 + 12t + 45$$

$$0 = a x^2 + b x + c$$

$$t = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$

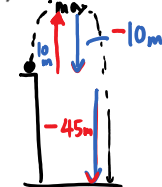
b. If it falls all the way to the bottom of the cliff, how fast is it traveling when it hits the ground?

$$V_i = 12$$

$$V_f = ?$$

$$a = -9.8$$

$$* d = -45 \text{ m}$$



$$V_f^2 = V_i^2 + 2ad$$

$$V_f^2 = 12^2 + 2(-9.8)(-45)$$

$$V_f^2 = 1026$$

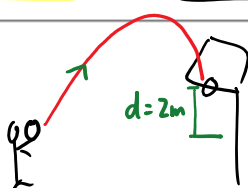
$$V_f = -32.03 \text{ m/s}$$

c) Air time.

$$V_f = V_i + at$$

$$-32.03 = 12 + (-9.8)t$$

$$t = 4.5 \text{ sec}$$



↓ down!!
(force a negative)

* To get total time: 1st get V_f
2nd $V_f = V_i + at$
for time.

Worksheet 1.5 – Uniform Accelerated Motion

1) Bumblebee jumps straight upwards with a velocity of 14.0 m/s. What is his displacement of after 1.80 s?

(9.32 m)

2) A surprisingly spherical Decepticon is rolled up a constant slope with an initial velocity of 9.3 m/s. What is the acceleration of the Decepticon if its displacement is 1.9 m up the slope after 2.7 s?

(-6.4 m/s²)

3) Optimus Prime coasts up a hill initially at 11.0 m/s. After 9.3 s he is rolling back down the slope at 7.3 m/s. What is his acceleration?

(-2.0 m/s²)

4) Sonic (you know, the Hedgehog) rolls up a slope at 9.4 m/s. After 3.0 s he is rolling back down at 7.4 m/s. How far up the hill is he at this time?

(3.0 m)

5) Luigi jumps straight upwards at 15.0 m/s. How high is he when he is travelling at:

a) 8.0 m/s upwards?

(8.2 m)

b) 8.0 m/s downwards?

(8.2 m, weird huh?)

6) Sick of his guff, Optimus decides to throw Megatron down off the top of a building at 5.0 m/s. Megatron hits the ground traveling at 32.0 m/s.
a. How long does it take to hit the ground?

(2.8 s)

b. How far does he fall?

(- 51 m)

7) Mario rolls a coin up a slope at 2.0 m/s. It travels 2.7 m, comes to a stop and rolls back down. What is the coin's entire time of travel?

(5.4 s)

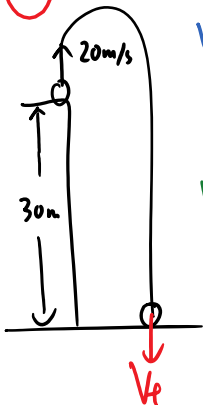
8) While strolling along on Planet X an astronaut decides to throw a hammer and a feather upwards at 5.0 m/s. They both return to the point of release in 3.0 s. What is the acceleration due to gravity on Planet X.

(-3.3 m/s²)

9) Princess Toadstool stands on the edge of a 30.0 m high cliff. She throws Bowser upwards at 20.0 m/s. If Bowser falls all the way to the bottom of the cliff, find:
a. his velocity when he hits the ground.

(-31.4 m/s)

b. the time it takes to hit the ground.



$V_i = 20 \text{ m/s}$
 $a = -9.8 \text{ m/s}^2$
 $d = -30 \text{ m}$
 $V_f = -31.43 \text{ m/s}$
 $t =$

$V_f^2 = V_i^2 + 2ad$
 $V_f^2 = 20^2 + 2(-9.8)(-30)$
 $V_f = -31.43 \text{ m/s}$

$V_f = V_i + at$
 $-31.43 = 20 + (-9.8)t$
 $-51.43 = -9.8t$
 $t = 5.24 \text{ s}$