

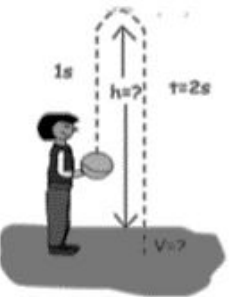
SUVA SANGAM COLLEGE

YEAR 11

PHYSICS

WORKSHEET 9

STRAND 1 MECHANICS

NO.	CONCEPT IN BRIEF: PROJECTILE MOTION Objects Dropped From A Height - If an object is merely dropped (as opposed to being thrown) from an elevated height, then the initial velocity (V_i) of the object is 0 m/s. Acceleration (a) = 10m/s^2 Steps to solving for the unknown 1: identify the known and the symbol of the unknown 2: identify the best equation to use 3: plug in the known and solve for the unknown
1	A small object is dropped from rest from a tall building. After what time will the object have a velocity of 40 m/s? A. 1 s B. 2 s C. 3 s D. 4 s
	CONCEPT IN BRIEF: PROJECTILE MOTION Object Projected Vertically Upwards - If an object is projected upwards in a perfectly vertical direction, then it will slow down as it rises upward. The instant at which it reaches the peak of its trajectory, its velocity is 0 m/s. ($v_f = 0$) Acceleration (a) = -10m/s^2
2.	A ball is thrown upwards with an initial speed of 20 m/s. (a) How far does the ball rise in 1 second? (b) How long does it take to reach the highest point in its motion? (c) How high above the ground is the highest point in its motion?
	CONCEPT IN BRIEF: KINEMATICS OBJECTS PROJECTED UPWARDS THEN DOWNARDS  Example John throws the ball straight upward and after 1 second, it reaches its maximum height then it does free fall motion which takes 2 seconds. Calculate (a) the balls initial velocity Step 1: identify the known and the symbol of the unknown The ball is thrown up thus, $v_f = 0\text{m/s}$ $a = -10\text{m/s}^2$ $t = 1\text{s}$ $v_i = ??$

	Step 2: identify the best equation to use $v_f = v_i + at$ Step 3: plug in the known and solve for the unknown $v_f = v_i + at$ $0 = v_i + (-10)(1)$ $0 = v_i - 10$ $0 + 10 = v_i - 10 + 10$ $10 \text{ m/s} = v_i$ (b) The maximum height (h) traveled by the ball before it hits the ground <table border="1"> <tr> <td> Step 1: identify the <u>knowns</u> and the symbol of the unknown The ball is coming down thus, $a = 10\text{m/s}^2$ $t = 2\text{s}$ $v_i = 0 \text{ m/s}$ $d = ??$ </td><td> Step 2: identify the best equation to use $d = v_i t + \frac{1}{2} at^2$ </td><td> Step 3: plug in the known and solve for the unknown $d = v_i t + \frac{1}{2} at^2$ $d = 0(2) + \frac{1}{2}(10)(2^2)$ $d = 0 + (5)(4)$ $d = 20 \text{ m}$ </td></tr> </table> (c) The velocity of the ball before it crashes the ground. ($a = 10\text{m/s}^2$) <table border="1"> <tr> <td> Step 1: identify the <u>knowns</u> and the symbol of the unknown The ball is coming down thus, $a = 10\text{m/s}^2$ $t = 2 \text{ s}$ $v_i = 0 \text{ m/s}$ $v_f = ??$ </td><td> Step 2: identify the best equation to use $v_f = v_i + at$ </td><td> Step 3: plug in the known and solve for the unknown $v_f = v_i + at$ $v_f = 0 + 10(2)$ $v_f = 20\text{m/s}$ </td></tr> </table>	Step 1: identify the <u>knowns</u> and the symbol of the unknown The ball is coming down thus, $a = 10\text{m/s}^2$ $t = 2\text{s}$ $v_i = 0 \text{ m/s}$ $d = ??$	Step 2: identify the best equation to use $d = v_i t + \frac{1}{2} at^2$	Step 3: plug in the known and solve for the unknown $d = v_i t + \frac{1}{2} at^2$ $d = 0(2) + \frac{1}{2}(10)(2^2)$ $d = 0 + (5)(4)$ $d = 20 \text{ m}$	Step 1: identify the <u>knowns</u> and the symbol of the unknown The ball is coming down thus, $a = 10\text{m/s}^2$ $t = 2 \text{ s}$ $v_i = 0 \text{ m/s}$ $v_f = ??$	Step 2: identify the best equation to use $v_f = v_i + at$	Step 3: plug in the known and solve for the unknown $v_f = v_i + at$ $v_f = 0 + 10(2)$ $v_f = 20\text{m/s}$
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3	A tennis ball is thrown straight up at a speed of 40 m/s and caught at the same level. Calculate: (a) The maximum height reached by the ball. (b) The time of flight of ball.						