

Category 1 – Force and Motion

MOTION GRAPHS AND CHARTS

Graphs and charts are used to describe motion. Real-time technology, like motion detectors or photogates, can help quantify motion.

distance: scalar quantity; describes length of path between two points

displacement, Δd : vector quantity; describes change in position; length and direction of straight line from initial to final position; $\Delta d = d_{final} - d_{initial}$

Example 1: A balloon moves 2 m up and 3 m down. distance = 5 m, displacement = -1 m (1 m down)

Example 2: Lee jogs 1.4 km E and 1.4 km N. His distance is 2.8 km. $a^2 + b^2 = c^2$, so $\Delta d = \sqrt{(1.4 \text{ km})^2 + (1.4 \text{ km})^2} = 2 \text{ km NE}$



change in time, Δt : amount of time elapsed; $\Delta t = t_{final} - t_{initial}$

speed: scalar quantity; equals distance per unit time (distance \div Δt)

velocity, v : vector quantity; equals displacement per unit time; $v_{avg} = \frac{\Delta d}{\Delta t}$

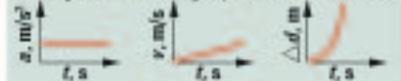
instantaneous velocity: v at a particular instant in time, like $v_{initial}$ (v_i)

acceleration, a : vector quantity; equals change in velocity per unit time (on Earth, $a_{gravity} = g = 9.8 \text{ m/s}^2$)

$$a = \frac{v_f - v_i}{\Delta t} \quad a = \frac{v_f^2 - v_i^2}{2\Delta d}$$

$$\Delta d = v_i \Delta t + \frac{1}{2} a \Delta t^2, \text{ at constant } a$$

Example 1: motion graphs for $a = \text{constant}$



Example 2: graphs for $a = \text{constant}$



Example 3: chart and motion diagram where time between frames is 1 s

| Time, t | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|--------------------------------|---|---|---|-----|------|-----|------|-----|------|
| Displacement, m | 0 | 1 | 2 | 3 | 4.25 | 5 | 5.75 | 6.5 | 7.25 |
| Velocity, m/s | 1 | 1 | 1 | 1 | 1.5 | 2 | 2.5 | 3 | 3.5 |
| Acceleration, m/s ² | 0 | 0 | 0 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 | 0.5 |

0 to 2 s: $a = 0$, $v = 1 \text{ m/s}$ (constant), Δd is steadily increasing
 3 to 6 s: $a = 0.5 \text{ m/s}^2$ (constant, $a > 0$), v is steadily increasing at an increasing rate (graph of Δd vs. t is a curve)
 7 to 9 s: $a = 0$, $v = 3 \text{ m/s}$ (constant), Δd is steadily increasing

MOTION IN ONE DIMENSION

Use equations to solve motion problems.

Example 1: A car traveling in a straight line slows from 55 km/h to 12 km/h in 11 seconds. What is the car's acceleration in m/s^2 ?

$$a = \frac{v_f - v_i}{\Delta t} = \frac{(12 - 55) \text{ km/h}}{11 \text{ s}} = \frac{-3.9 \text{ km/h}}{11 \text{ s}} \times \frac{3600 \text{ s}}{1 \text{ h}} = -1.1 \text{ m/s}^2$$

Example 2: A rock falls from a cliff in free-fall motion. How far does it fall in 4.0 seconds? $a = 9.8 \text{ m/s}^2$, $v_i = 0$, $t = 4.0 \text{ s}$, $d = ?$

Example 3: Find the speed of a car that starts from rest and accelerates at 2.0 m/s^2 for 10 s. $a = 2.0 \text{ m/s}^2$, $t = 10 \text{ s}$, $v_i = 0$, $v_f = ?$

MOTION IN TWO DIMENSIONS

projectile motion: moves in a parabolic path. Horizontal (x) and vertical (y) motions are independent. Horizontal velocity (v_x) is constant. Vertical velocity (v_y) varies.

Example 1: A projectile is launched horizontally at 16 m/s from a height of 24 m . How long is it in the air? $v_x = 16 \text{ m/s}$, $v_y = 0$, $d_y = 24 \text{ m}$, $t = ?$

Example 2: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How long is it in the air? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $t = ?$

Example 3: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How far does it travel horizontally? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $d_x = ?$

Example 4: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How high does it go? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $d_y = ?$

Example 5: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How long does it take to reach its maximum height? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $t = ?$

Example 6: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How long does it take to reach its maximum height? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $t = ?$

Example 7: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How long does it take to reach its maximum height? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $t = ?$

Example 8: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How long does it take to reach its maximum height? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $t = ?$

Example 9: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How long does it take to reach its maximum height? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $t = ?$

Example 10: A projectile is launched at an angle of 30° with an initial velocity of 16 m/s . How long does it take to reach its maximum height? $v_i = 16 \text{ m/s}$, $\theta = 30^\circ$, $t = ?$

RELATIVE MOTION

Motion appears differently from different frames of reference (points of view). Use vector addition to find velocity for a different frame of reference. For relative velocity of object c: $v_{bc} = v_{ba} + v_{ac}$

Example 1: An observer watching a red car moving 120 km/h east pass a blue car moving 115 km/h west. From the perspective of the red car, what is blue car's velocity? $v_{bc} = v_{ba} + v_{ac}$, $v_{bc} = -115 \text{ km/h} - 120 \text{ km/h} = -235 \text{ km/h}$

Example 2: An airplane pilot flying north sees a west wind. A west wind also acts on the plane. From the ground, it flies northeast: $v_{ground} = v_{pilot} + v_{wind}$

FREE BODY DIAGRAMS

force: vector quantity; a push or pull; needed to stop, start, or change the motion of an object; measured in newtons ($\text{N} = \text{kg} \cdot \text{m/s}^2$)

free body diagram: shows the forces acting on an object. Example: block sliding down an inclined plane (ramp)

Example: resultant force, F_{net}

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FORCE CALCULATION

balanced forces: opposite forces that are equal in size; do not start, stop, or change the direction of motion of an object; $F_{net} = 0$

unbalanced forces: forces that are not equal in size and opposite in direction; $F_{net} \neq 0$, cause a change in the motion of an object

Newton's three **laws of motion** can be used to solve motion problems:

1st law: law of inertia; an object at rest remains at rest, and an object in motion remains in motion at constant velocity, unless acted upon by an unbalanced force

2nd law: an object accelerates in the direction of the net force; the rate of acceleration is directly proportional to the net force and inversely proportional to the object's mass; $F_{net} = ma$

3rd law: law of action and reaction; for every force (action) there is an equal, but opposite, force (reaction); these forces are called an **action-reaction pair**, where $F_{AonB} = -F_{BonA}$

Example 1: Find normal force, F_N

Example 2: Find force of friction (static friction) if the block does not move.

Example 3: Find the force of friction (kinetic friction) if the block moves.

Example 4: Find the force of friction (static friction) if the block does not move.

Example 5: Find the force of friction (kinetic friction) if the block moves.

Example 6: Find the force of friction (static friction) if the block does not move.

Example 7: Find the force of friction (kinetic friction) if the block moves.

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Example 12: Find the force of friction (static friction) if the block does not move.

Example 13: Find the force of friction (kinetic friction) if the block moves.

Example 14: Find the force of friction (static friction) if the block does not move.

SAMPLE PAGE -- Page 1 of 6
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