

3 Dynamics – Part 2

Name: _____ Class: _____ Date: _____

Vocabulary 词汇

Write each word three times. 把每个单词抄写三遍。

English	中文	Write it 3 times (English)
impulse	冲量	_____
friction	摩擦力	_____
drag	阻力	_____
terminal velocity	收尾速度	_____
elastic collision	弹性碰撞	_____
kinetic energy	动能	_____
relative speed	相对速率	_____
inelastic collision	非弹性碰撞	_____
deformation	形变	_____

Recall

In **Part 1** you used $F = ma$, Newton's three laws, and conservation of momentum. Keep ready:

- Momentum $p = mv$; the total momentum is conserved when no outside force acts.
- Weight $W = mg$.

Part 2 looks at force as the *rate of change* of momentum (impulse), motion with air resistance, and the two kinds of collision.

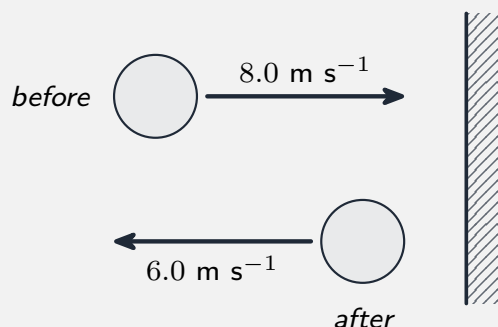
New ideas

■ 1 Impulse —force as change of momentum

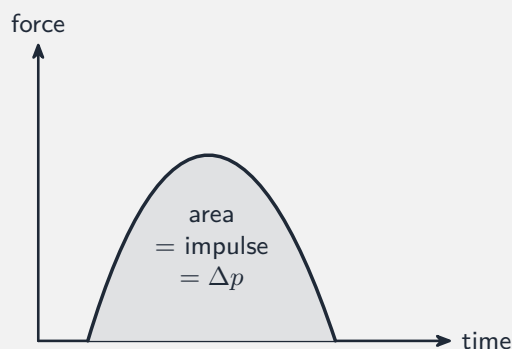
Newton's second law, in full: the resultant force equals the rate of change of momentum,

$$F = \frac{\Delta p}{\Delta t}.$$

So $\Delta p = F \Delta t$ —this change of momentum is the **impulse** 冲量. In a bounce the momentum **reverses**, so use signed (+/−) values.



Worked example. A 0.20 kg ball hits a wall at 8.0 m s^{-1} and bounces back at 6.0 m s^{-1} ; contact lasts 0.050 s . Taking the rebound way as positive, $\Delta p = 0.20 (6.0 - (-8.0)) = 2.8 \text{ kg m s}^{-1}$, so $F = \frac{2.8}{0.050} = 56 \text{ N}$.



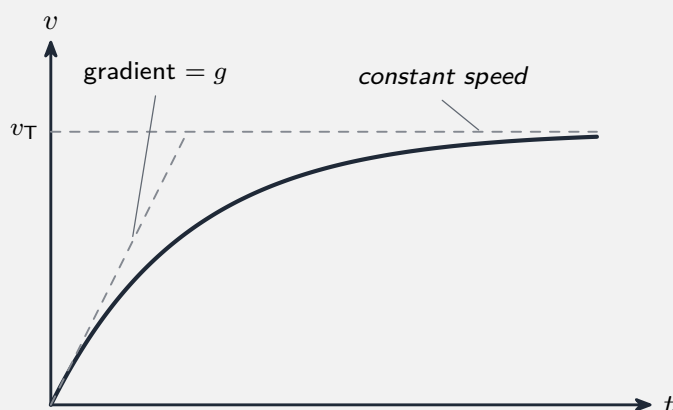
Watch out: in a bounce the momentum *reverses*, so use signed values —the change is the rebound velocity *minus* the (negative) incoming one, which is bigger than the speed change alone.

■ 2 Friction, drag and terminal velocity

A **friction** 摩擦力 force opposes sliding; a fluid (air, water) gives a **drag** 阻力 force that grows with speed. For an object dropped through air:

1. at first only weight acts $\rightarrow$ it speeds up at g ;
2. as it speeds up, drag grows $\rightarrow$ the resultant force, and so the acceleration, get smaller;

3. when drag = weight the resultant is zero $\rightarrow$ it falls at a constant **terminal velocity** 收尾速度.



■ 3 Elastic and inelastic collisions

Momentum is conserved in **every** collision. An **elastic collision** 弹性碰撞 *also* conserves **kinetic energy** 动能 (the **relative speed** 相对速率 of approach equals that of separation). An **inelastic collision** 非弹性碰撞 loses kinetic energy (to heat, sound or **deformation** 形变); if the objects stick together it is perfectly inelastic.

Worked example. A 1500 kg car at 12 m s^{-1} hits a stationary 1000 kg car and they lock together: $1500(12) = 2500 v$, so $v = 7.2 \text{ m s}^{-1}$ (inelastic —kinetic energy is lost).

Practice

3.1 A steady force of 20 N acts on a trolley for 3.0 s. Find the impulse (the change in momentum). [2]

3.2 A 0.15 kg ball hits the floor at 4.0 m s^{-1} and bounces up at 3.0 m s^{-1} . Find the magnitude of its change in momentum. [2]

3.3 An object falling through air has reached its terminal velocity. State the resultant

force on it, and explain why its speed stays constant. [2]

3.4 State whether each collision is elastic or inelastic: (a) two balls stick together; (b) two balls bounce apart with no loss of kinetic energy. [2]

3.5 A 2.0 kg trolley moving at 3.0 m s^{-1} hits a stationary 4.0 kg trolley and they couple together. Find their common velocity. [2]

3.6 Challenge. A car's crumple zone and air bag make a crash last *longer*. Using $F = \Delta p / \Delta t$, explain why this reduces the force on the passengers. [2]
