

Exercise walk-through

Representing Motion ■ 1.3

eXercise

You must be able to

- read **position-time**, **velocity-time**, and **acceleration-time** graphs
- use the **slope** 斜率: slope of an $x-t$ graph = velocity; slope of a $v-t$ graph = acceleration
- use the **area** 面积: area under a $v-t$ graph = displacement; area under an $a-t$ graph = change in velocity
- apply the **kinematic equations** 运动学方程 for constant acceleration
- analyse **free fall** 自由落体 with $g = 9.8 \text{ m s}^{-2}$

Method — The kinematic equations (constant a)

$$v = v_0 + at, \quad \Delta x = v_0 t + \frac{1}{2}at^2,$$

$$v^2 = v_0^2 + 2a \Delta x, \quad \Delta x = \frac{1}{2}(v_0 + v) t.$$

Choose the one that is **missing the quantity you don't know**.

Method — Slopes and areas

On a v - t graph the **slope** is the acceleration and the **area** under the line is the displacement. A line rising from 0 to 12 m s^{-1} over 4.0 s: slope = 3.0 m s^{-2} ; area = $\frac{1}{2}(4.0)(12) = 24 \text{ m}$.

Method — Free fall

Take down as positive, so $a = g = 9.8 \text{ m s}^{-2}$. A ball dropped from rest for 2.0 s:
 $\Delta x = \frac{1}{2}(9.8)(2.0)^2 = 19.6 \text{ m}$ and $v = 9.8 \times 2.0 = 19.6 \text{ m s}^{-1}$.

Practice 2.1 ■ 1 mark

A car accelerates from rest at 2.0 m s^{-2} for 6.0 s . Find its final velocity.

Solution 2.1

Method: Free fall

Worked steps

$$v = 0 + 2.0(6.0) = 12 \text{ m s}^{-1} \quad \text{B1}.$$

Practice 2.2 ■ 2 marks

For the same car, find the distance it travels in that time.

Solution 2.2

Worked steps

$$\Delta x = \frac{1}{2}(2.0)(6.0)^2 = 36 \text{ m} \quad \text{M1} \quad \text{A1}.$$

Practice 2.3 ■ 2 marks

On a velocity-time graph, state what (a) the slope and (b) the area under the line represent.

Solution 2.3

Method: Slopes and areas

Worked steps

(a) acceleration **B1**; (b) displacement **B1**.

Practice 2.4 ■ 1 mark

A stone is dropped from rest. Find its speed after 3.0 s (take $g = 9.8 \text{ m s}^{-2}$).

Solution 2.4

Method: Free fall

Worked steps

$$v = 9.8(3.0) = 29.4 \text{ m s}^{-1} \quad \text{B1}.$$

Exam-style 3.1 ■ 1 mark

The area under a velocity-time graph gives the

- A** acceleration
- B** displacement
- C** speed
- D** jerk

Solution 3.1

Method: Slopes and areas

A acceleration

B displacement 

C speed

D jerk

Worked steps

B.

Exam-style 3.2 ■ 1 mark

A ball is thrown straight up. At its highest point, its

- A** velocity and acceleration are both zero
- B** velocity is zero and acceleration is 9.8 m s^{-2} downward
- C** velocity is maximum and acceleration is zero
- D** velocity and acceleration both point up

Solution 3.2

- A velocity and acceleration are both zero
- B** velocity is zero and acceleration is 9.8 m s^{-2} downward 
- C velocity is maximum and acceleration is zero
- D velocity and acceleration both point up

Worked steps

B — the speed is zero at the top but gravity still acts downward.

Exam-style 3.3 ■ 2 marks

A car travelling at 25 m s^{-1} brakes to rest in a distance of 50 m.

- (a) Find its acceleration.
- (b) Find the time it takes to stop.

Solution 3.3

Worked steps

(a) $v^2 = v_0^2 + 2a\Delta x \Rightarrow 0 = 25^2 + 2a(50)$, so $a = -6.25 \text{ m s}^{-2}$ **M1** **A1**. (b)

$$t = \frac{0 - 25}{-6.25} = 4.0 \text{ s} \quad \textbf{A1}.$$

Exam-style 3.4 ■ 1 mark

A ball is thrown vertically upward at 20 m s^{-1} (take $g = 10 \text{ m s}^{-2}$).

- (a) Find the time to reach the top.
- (b) Find the maximum height reached.

Solution 3.4

Method: Free fall

Worked steps

$$(a) \ t = \frac{20}{10} = 2.0 \text{ s} \quad \text{A1}. \quad (b) \ h = \frac{v_0^2}{2g} = \frac{20^2}{20} = 20 \text{ m} \quad \text{M1} \quad \text{A1}.$$