

K1.L2.4 | 1-D Kinematics Problem Solving Strategy | Challenge Homework

Submit a digital copy (PDF, jpg, etc.) to gradescope.com. Every page should be labeled on the top left with the question code (e.g. GR.L1.4-01). If there are more than one question, they should be in order. If a solution takes more than one page, be sure to label that it is a continuation of the previous page's solution (e.g. GR.L1.4-01 continued). Challenge homework for a given week are due the following week by Tuesday at midnight. If data is needed to complete a problem, be sure to cite the source you've acquired your data from. See the course website for further details.

You will be asked to apply sense-making in most problems. Use the list below as a reference to the different sense-making techniques. More information about sense-making can be found on the BoxSand menu under Math Tools => [Sense-making](#).

- *Sign*: Check the **sign** of each quantity makes sense.
- *Dimensionality*: Check the **dimensionality** and units of each quantity makes sense.
- *Order of Magnitude*: Check the **order of magnitude** of the final answer and other important quantities is within a a factor of 10 of what you think it should be.
- *Graphical Analysis*: Use a **graph** to see if the behavior of a solution makes sense.
- *Proportionality*: Using a symbolic solution, check the behavior of the answer when you change a given quantity on which it is dependent. Does the answer vary **proportionally** to what you expect?
- *Special Cases*: Check the behavior of a derived equation in limiting (**special**) cases makes sense, e.g. as x goes to 90 degrees in $\sin(x)$.
- *Self-consistency*: Check derived equations, functions, or values, are **self-consistent**, e.g. check that the slope of a derived position plot matches the values of the given velocity plot
- *Known Values*: Compare given or derived quantities with common well **known values**.
- *Related Quantities*: Compare the relative magnitude of two **related quantities**.

K1.L2.4-01

A goalie kicks a soccer ball straight vertically into the air. It takes 5.00 s for the ball to reach its maximum height *and* come back down to the level of the crossbar. Assume the crossbar of a soccer goal is 2.44 m above the ground.

- (a) How fast was the ball originally moving when it was kicked?
- (b) How much longer would it take the ball to reach the ground?
- (c) Use the *Order of Magnitude* sense-making technique to verify your answer to part (a) and (b).