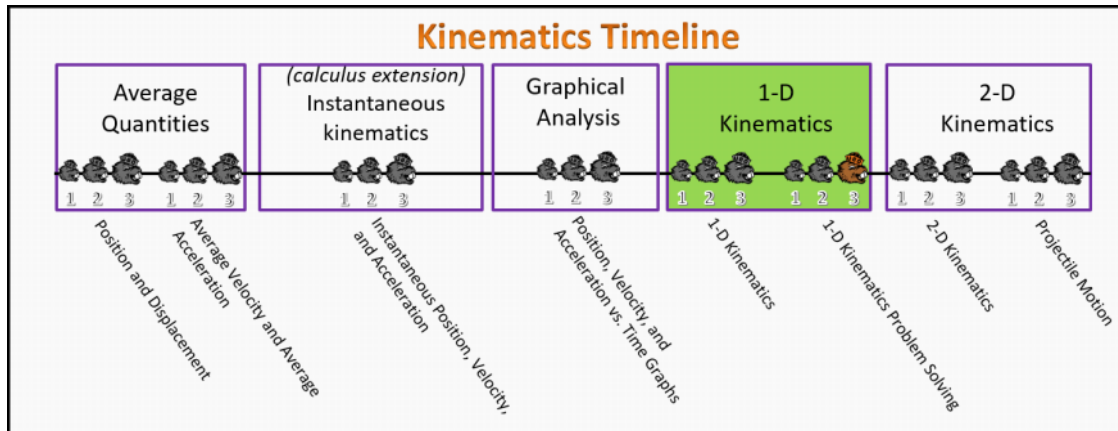


1-D Kinematics Foundation Stage (K1.L2.3)

Post-Lecture 2 1-D Kinematics Problem Solving



Questions

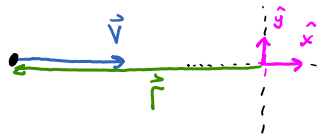
K1.L2.3-01

Description: Direction of velocity and acceleration.

Learning Objectives: [x]

Problem Statement: An object moving along a straight line has its velocity pointing in the opposite direction of its position. Which one of the following statements concerning the object is *necessarily* true?

- (1) The value of the acceleration is negative.
- (2) The direction of the acceleration is in the opposite direction as the displacement.
- (3) The direction of the acceleration is in the direction opposite to that of the velocity.
- (4) The object is moving towards the origin.
- (5) The object is slowing down.



K1.L2.3-02

Description: Proportional reasoning with changing acceleration to change time with constant displacement.

Learning Objectives: [x]

Problem Statement: A Tesla electric car has a mode called Ludicrous Mode where the average acceleration is sixteen ninths times the standard mode. By what factor would the time to travel the same distance change?

- (1) Ludicrous mode would take nine sixteenths the time as the standard mode.
- (2) Ludicrous mode would take three fourths the time as the standard mode.
- (3) Ludicrous mode would take the same amount of time as the standard mode.
- (4) Ludicrous mode would take sixteen ninths the time as the standard mode.
- (5) Ludicrous mode would take four thirds the time as the standard mode.

$$\Delta X = v_{ix} \Delta t + \frac{1}{2} a_x \Delta t^2$$

$$\Delta X = \frac{1}{2} a_x \Delta t^2$$

↑
const

$$\Delta t \propto \frac{1}{\sqrt{a_x}}$$

IF $a_x \rightarrow \frac{16}{9} a_x$

Then $\Delta t \rightarrow \frac{1}{\sqrt{\frac{16}{9}}} \Delta t = \frac{1}{\left(\frac{4}{3}\right)} \Delta t = \frac{3}{4} \Delta t$

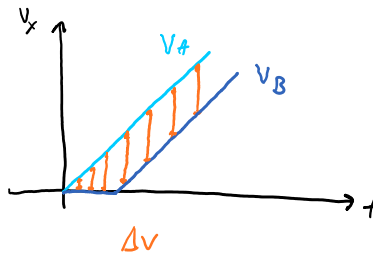
K1.L2.3-03

Description: Two balls dropped from roof, difference in speeds.

Learning Objectives: [x]

Problem Statement: Two balls are dropped from the roof of a tall building and undergo free-fall. They are not dropped at the same time, one is dropped a short moment after the first. As time progresses, the difference in their speeds

- (1) decreases.
- (2) increases.
- (3) remains constant.
- (4) decreases initially, but then remains constant.
- (5) increases initially, but then remains constant.



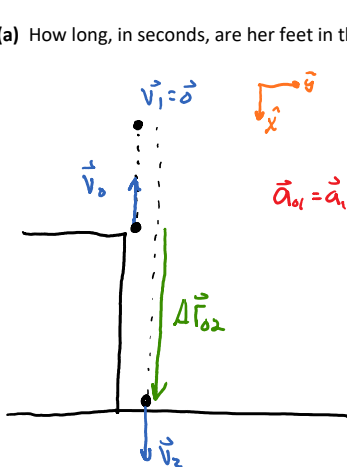
K1.L2.3-04

Description: Diver jumps into the water from a height above.

Learning Objectives: [x]

Problem Statement: A diver bounces straight up from a diving board, avoiding the diving board on the way down, and falls feet first into a pool. She starts with a velocity of 4.00 m/s and her takeoff point is 1.80 m above the pool. Use $g = 9.82 \text{ m/s}^2$

(a) How long, in seconds, are her feet in the air?



$$\vec{a}_{01} = \vec{a}_{12} = \vec{a}_{02} = \vec{g} \downarrow$$

$0 \rightarrow 2$	
x	
k	uk
$\Delta X_{02} = 1.8 \text{ m}$	v_{2x}
$v_{0x} = -4 \text{ m/s}$	Δt_{02}
$a_{02x} = 9.82 \text{ m/s}^2$	

$$\Delta X_{02} = v_{0x} \Delta t_{02} + \frac{1}{2} a_{02x} \Delta t_{02}^2$$

$$1.8 = -4 \Delta t_{02} + \frac{1}{2} (9.82) \Delta t_{02}^2$$

$$4.91 \Delta t_{02}^2 - 4 \Delta t_{02} - 1.8 = 0$$

$$\Delta t_{02} = 1.13707 \text{ s} \checkmark$$

$$\Delta t_{02} = 1.14 \text{ s} \checkmark$$

$$\text{or}$$

$$= -0.32241 \text{ s} \times$$

$$-1.8 = 4x - 4.91x^2$$

(b) What is her speed, in m/s, when her feet hit the water?

$$V_{fx} = v_{ix} + a_x \Delta t$$

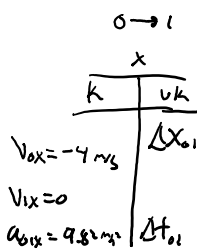
$$V_{2x} = v_{0x} + a_{02x} \Delta t_{02}$$

$$V_{2x} = -4 + 9.82(1.13707 \text{ SEC})$$

$$V_{2x} \approx 7.16603 \text{ m/s}$$

$$|\vec{V}_2| \approx 7.17 \text{ m/s}$$

(c) What is her highest point, in meters, above the board?



$$v_{1x}^2 = v_{0x}^2 + 2a_{01x} \Delta x_{01}$$

$$0 = -(4 \text{ m/s})^2 + 2(9.82) \Delta x_{01}$$

By hand

$$\Delta x_{01} \approx 0.81466 \text{ m}$$

$$\Delta x_{01} \approx 0.815 \text{ m}$$

K1.L2.3-05

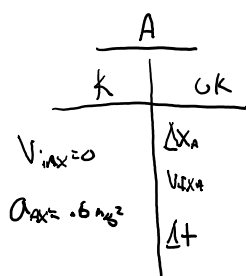
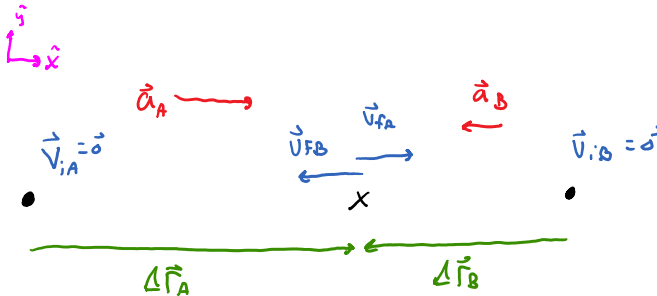
Description: Time and distance with constant acceleration.

Learning Objectives: [x]

Problem Statement: Two rugby players start from rest, they are 46 m away from each other. Each player runs directly toward the other, both of them are accelerating. One player's acceleration has a magnitude of 0.60 m/s^2 . The second player's acceleration has a magnitude of 0.40 m/s^2 .

(a) How much time passes before the players collide?

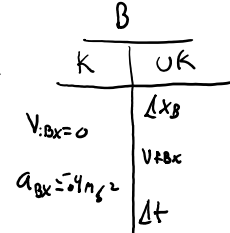
- (1) 3.40 s
- (2) 6.46 s
- (3) 9.59 s
- (4) 52.1 s
- (5) 92.0 s



connections

$$|\Delta x_A| = 46 - |\Delta x_B|$$

$$\Delta t_A = \Delta t_B = \Delta t$$



$$\Delta x_B = v_{iBx} \Delta t + \frac{1}{2} a_{Bx} \Delta t^2$$

$$\Delta X_A = v_{Ax} \Delta t + \frac{1}{2} a_{xA} \Delta t^2$$

$$|\Delta X_A| = \frac{1}{2} a_{xA} \Delta t^2$$

$$\Delta X_B = v_{Bx} \Delta t + \frac{1}{2} a_{xB} \Delta t^2$$

$$|\Delta X_B| = \frac{1}{2} |a_{xB}| \Delta t^2$$

$$46 - |\Delta X_B| = \frac{1}{2} a_{xA} \Delta t^2$$

$$|\Delta X_B| = 46 - \frac{1}{2} a_{xA} \Delta t^2$$

$$46 - \frac{1}{2} a_{xA} \Delta t^2 = \frac{1}{2} |a_{xB}| \Delta t^2$$

$$46 = \frac{1}{2} (a_{xA} + |a_{xB}|) \Delta t^2$$

$$\Delta t = \sqrt{\frac{2(46)}{a_{xA} + |a_{xB}|}}$$

$$\Delta t = \sqrt{\frac{92}{.6 + .4}}$$

$$\Delta t \approx 9.5916 \text{ sec}$$

$$\boxed{\Delta t \approx 9.59 \text{ SEC}}$$

(b) At the instant they collide, how far has player one ran?

- (1) 18.4 m
- (2) 20.2 m
- (3) 24.0 m
- (4) 27.6 m
- (5) 46.0 m

A

$$\Delta X_A = \frac{1}{2} a_{xA} \Delta t^2$$

$$= \frac{1}{2} (0.6) (\sqrt{92})^2$$

$$\boxed{\Delta X_A \approx 27.6 \text{ m}}$$

(c) Assuming player one is traveling in the positive x-direction, what is the displacement of player two in the x-direction?

- (1) 18.4 m
- (2) -18.4 m
- (3) 27.6 m
- (4) -27.6 m
- (5) 46.0 m
- (6) -46.0 m

$$|\Delta X_A| = 46 - |\Delta X_B|$$

- (3) 27.6 m
- (4) -27.6 m
- (5) 46.0 m
- (6) -46.0 m

$$|\Delta x_A| = 46 - |\Delta x_B|$$

$$|\Delta x_B| = 46 - |\Delta x_A|$$

$$|\Delta x_B| = 18.4 \text{ m}$$



But $\Delta x_B \leftarrow$

$$\text{So } \boxed{\Delta x_B = -18.4 \text{ m}}$$