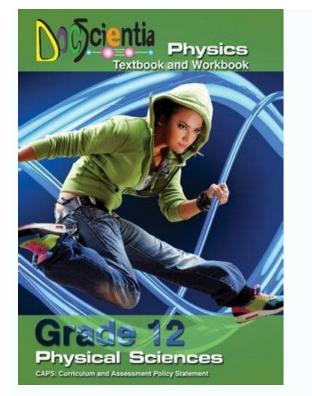
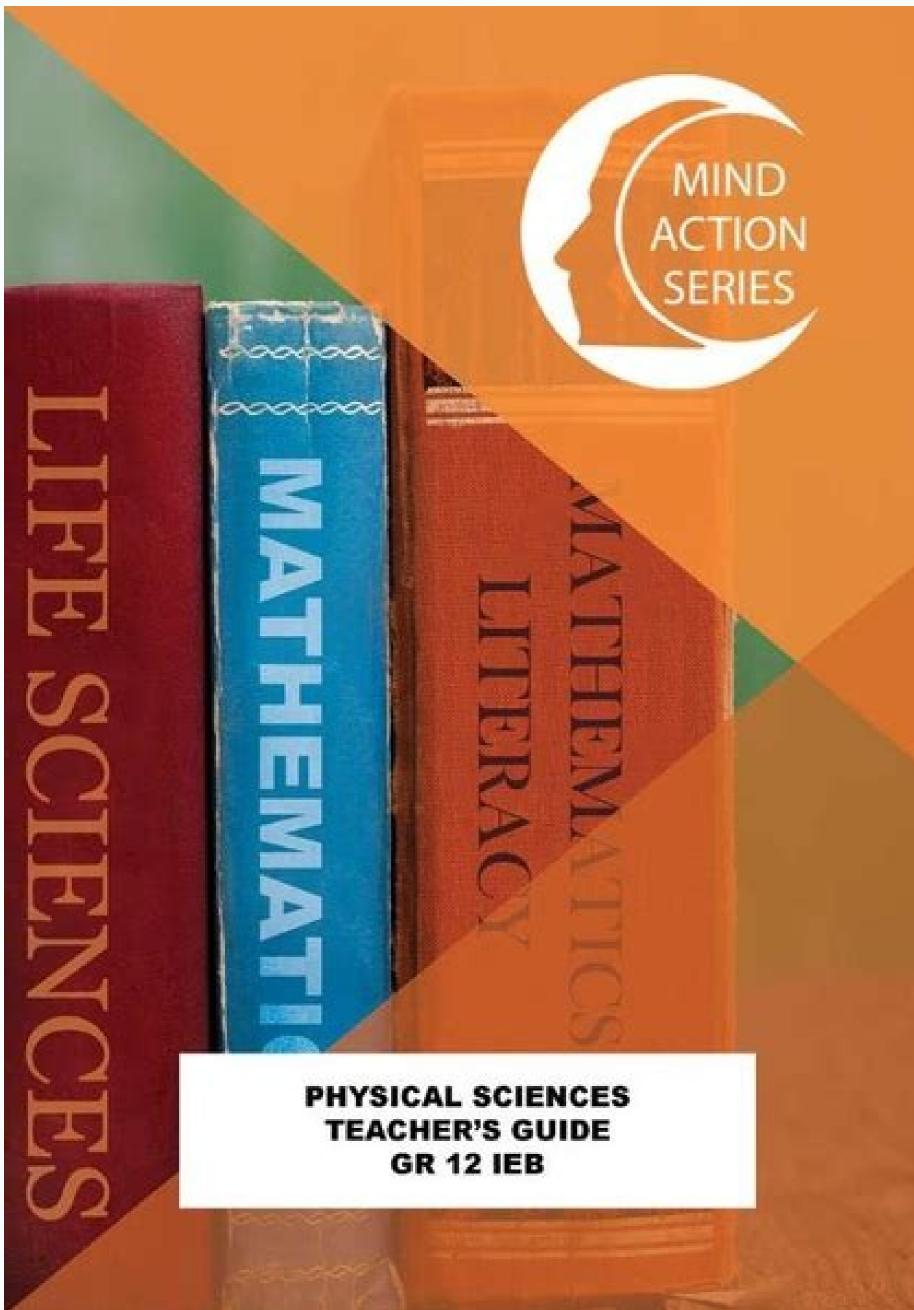
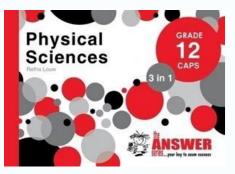
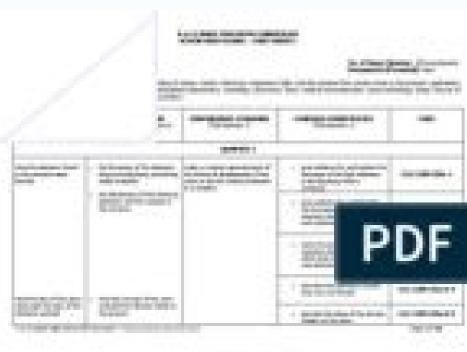
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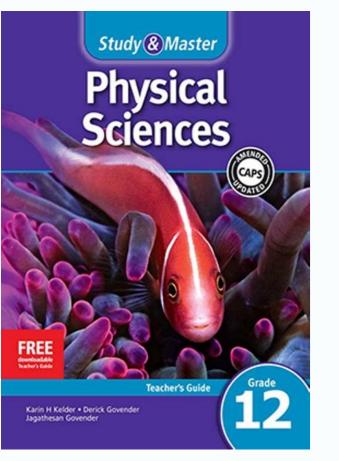






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In your study of Physical and chemical phenomena. This is done through scientific inquiry, application of scientific models, theories and laws in order to explain and predict Potentials events in the physical environment. The purpose of Physical Sciences is to become aware of your environment. The study of Physical Sciences includes obtaining certain knowledge (the theory). In addition you perform practical work in which you practice the skills necessary to study and investigate physical and chemical phenomena. Through the process of learning and doing we hope you develop an interest and appreciation for the physical world around us. The Solutions for all Physical Sciences Grade 12 Learner's Book contains content knowledge and background information to ensure that you acquire enough, and a bit more, knowledge than required by the Curriculum and Assessment Policy Statement (CAPS). The Solutions for all Physical Sciences Grade 12 Learner's Book, includes sufficient practical tasks to ensure that you develop the skills necessary to become a true scientist. The subject matter of physical sciences is organised in six main knowledge areas. These are: • Matter and Materials • Chemical Systems Change • Mechanics • Waves, Sound and Light • Electricity and Magnetism All the knowledge areas are covered in Grade 10, 11 and 12 but not in any particular order. Physical Sciences has the following specific aims: • knowledge and skills in scientific inquiry and problem solving; • the construction and application of scientific and technological knowledge; • a
n understanding of the nature of sciences Grade 12 Learner's Book is organised according into Topics. Each topic is structured in the same way: Topic opener page: The topic starts with full colour photograph of something that is related to the content of the topic. The What you will learn about in this topic, lists the content of the topic. The Let's talk about ... introduces the topic. It includes guestions related to the photograph and comments about the content in the topic. The idea is for you to start thinking about new things you will learn about in the topic. The idea is for you to start thinking about new things you will learn about in the topic. know from previous grades and then makes sure that you know what you need to know by giving you a question or two to complete before continuing with the new work. It is revision of a previous grade's work. Units and lessons: The content of each topic is divided into units and lessons. The lessons break the work up in smaller chunks of information. This helps you to make sure you know and understand a certain section of the work before moving on to the next new section of work. A lesson consists of content and then an Exercise or a Practical task. The Exercise might be done in class or given as homework. The Exercise and Practical tasks are opportunities for formal and informal assessment. Your teacher will inform you which activities would be assessed. One Practical tasks per term is a formal assessment task. The Exercises and Practical tasks can be done alone, in pairs or in groups. Extend yourself: The topic ends with a variety of additional guestions and problems to give you extra practice. Some of the problems will require that you extend yourself to get to the solution. Definitions box at the end of the topic contains definitions of all important terms within the topic. Always keep a dictionary handy to find the correct meaning of new words. If you know what a word means you will understand the content better and this will make your learning of new words. Summary: Each topic ends with a Summary of the content covered in the topic. Use these summaries to recap the content of the topic. Use these summaries to recap the content of the topic. Use these summaries to recap the content of the topic. Exercises. The worked examples explain the process of how to get to the correct solution and answer. Checkpoints are included along the way during a topic. They are positioned at regular intervals throughout a topic and are designed to consolidate your understanding of a particular concept. You should attempt each Checkpoint before continuing with the topic. Science around us: This is some interesting information on how the science you are learning relates to something you will remember it a lot better. Representation of vectors: The symbols for vectors are shown in italics, for example F (to represent a force) or p (to rep (to rep (to represent a force) or p (to represent Sciences Grade 12. Good luck! vi • Introduction Practical activity is given at the start of the activity. Please take note of this safety information for each Practical activity. Please take note of this safety information for each Practical activity. throughout the Solutions for all Physical Sciences Grade 12 Learner's Book. Use this table as a reference to find the meaning of each symbol. Follow these instructions carefully when performing experiments. Symbol Meaning Irritant or harmful * Poisonous • Flammable or extremely flammable • This symbol with the word "harmful" should appear on the label of a substance which, if it is inhaled or ingested or if it penetrates the skin, may involve limited health risks. • This symbol with the word "toxic" denotes a highly hazardous substance. • This symbol with the word "toxic" denotes a highly hazardous substance. the words "very toxic" is used to label a substance which, if it is inhaled or ingested or if it penetrates the skin, may involve extremely serious health risks and even death. This symbol with the words "highly flammable" denotes a liquid that would boil at body temperature and would catch fire if exposed to a flame. Oxidising chemical These substances provide oxygen which allows other materials to burn more fiercely. Corrosive This symbol with the word "corrosive" will be found on the label of a substance which may destroy living tissues on contact with it. might result from splashes of such substances on the body. Environmental hazard Relatively rare with laboratory chemicals (most of which pose some environmental hazard if not got rid of correctly), these require particular care to be taken on disposal. Introduction • vii Explosive Noise and movement can also trigger explosion, not just sparks/ flames. Wear a lab coat or lab apron when performing experiment. Use of electrical equipment around water, or when the equipment around water, or when the equipment is wet or your hands are wet. Be sure cords are untangled and cannot trip anyone. Unplug equipment not in use. • Bunsen burner usage viii • Introduction • • Toxic fumes are formed during this experiment. This experiment. This experiment. • Be certain that whatever you are heating can be heated safely and will not explode. Topic 0 Skills for practical investigations: • Writing an investigations: • Writing an investigations what you will learn about in this topic Process skills needed for practical investigations: • Writing an investigations what you will learn about in this topic Process skills needed for practical investigations. controlled variables. • Precautions (laboratory procedures) • Observation • Determining the accuracy and precision of experimental results • Data collection (tables) • Data handling (general types of graphs) • Analysis (quantitative) • Writing conclusions Let's talk about this topic A famous scientist once said: "Teaching science without practical work is like teaching English without books." It is possible to teach English without books, but the final result is bound to be poor. Practical experiments and investigations allow you to apply the theoretical sciencific concepts in practical everyday life and makes Science exciting. Practical work must be integrated with theory to strengthen the Physical Sciences concepts that have to be learnt. Topic: Skills for practical investigations • 1 What you know already The scientific process is a way of investigations • 1 what you know already The scientific process is a way of investigation of the world. Sciences that make up the process include: • Step 1: Identify a problem and develop a question. What is it that you want to find out? • Step 2: Form a hypothesis is your idea, answer, or prediction about what will happen and why. • Step 3: Design an activity or experiment. Do something (investigate) that will help you test your idea or prediction to see if you are correct. • Step 4: Observe/note changes/reactions (through measuring) and record your observations. What are the results of the investigation or experiment? Write about what happened. • Step 5: Make inferences about the observations recorded in the tables, graphs, drawings and photographs. Make some conclusions. What did you find out? Do vour results support vour hypothesis? What did you learn from your investigation? k Chec If myse 2 Put the steps of the scientific method in a logical order. • Construct a hypothesis • Draw conclusions • Test with an experiment • Do background research • Ask a question • Analyse results • Topic: Skills for practical investigations Skills needed for practical investigations The purpose of this topic is to provide a detailed description of each of the skills needed to do practical experiment. The relevant skill is given as a sub-heading. Wherever possible, the prescribed experiment on page 32 in Topic 1 Momentum and impulse is used to illustrate some of the practical process skills. The practical experiment requires the verification of the conservation of linear momentum. Trace the historical development of a scientific principle or theory A scientific principle or theory a scientific principle or the practical process skills. a concept that is difficult to picture and puts it into a model that we can understand. In science, there are often concepts that develop over time, as the world becomes more advanced and it is possible to gather more information about the topic in question. We use a model as an explanation of a concept until a better explanation and/or model is formulated based on newly discovered information and constructed knowledge. For example, scientists accept that an atom is made of a positively charged nucleus that contains protons and neutrons and that the nucleus is surrounded by electrons spinning in orbits. was proposed and then developed over hundreds of years as more experimentation was done and more information was obtained. Below are just three models that were proposed during the formation of the atomic model as we know it today: Name of Model Plum Pudding P Dalton Joseph Thomson Ernest Rutherford Date +/- 1800 +/- 1800 +/- 1800 +/- 1800 +/- 1800 +/- 1800 +/- 1800 +/model Description of model Topic: Skills for practical investigations • 3 You can see how each model is a development of the model of the atom, so the model of the atom could be modified and updated. The development of a scientific theory has 4 steps: Step 1: Observation and description of the phenomenon to be tested. Step 2: Formulation of a hypothesis to explain the phenomenon. Step 3: Use of the hypothesis to predict quantitatively the results of new observations. Step 4: Performance of experimental tests of the predictions by several independent experimenters and properly performed experiments. If the experiments bear out the hypothesis, it must be rejected or modified. Identify an answerable question and formulate a hypothesis is usually a statement of the expected result of the experiment. The hypothesis may or may not be proved to be
correct at the end of the experiment. Do not be afraid of making a hypothesis, in case it is 'wrong' - that doesn't matter - as long as you prove your hypothesis to be true or false at the end of the experiment. the experiment. A possible hypothesis for the explosion is equal to the total linear momentum after the explosion. A scientific investigative question will be asked, which the experiment will then endeavour to answer. You must ask a question that is well defined, measurable and controllable. A possible question for this experiment could be: Is the total linear momentum after the explosion? Design the experiment to test the hypothesis. In the quantity that can be changed by the experimenter. It is the outcome of the investigation. 4 • Topic: Skills for practical investigations Fixed variable (s): Many variables will affect the outcome of the investigation. of the experiment unless controlled. The variables that are kept constant are called fixed or controlled variables. We must ensure that we are changing just one variables. List your method in point form and explain clearly what to do and what measurements should be taken. Laboratory procedures The laboratory procedures include: ° Safety precautions applicable in any laboratory procedures include: ° Safety precautions applicable in any laboratory procedures include: ° Safety precautions applicable in any laboratory procedures include: ° Safety precautions applicable in any laboratory procedures include: ° Safety precautions applicable in any laboratory procedures include: ° Safety precautions applicable in any laboratory procedures include: ° procedures for the experiment could be: Safety precautions: Apart from the normal safety measures applicable to any laboratory, this experiment has only one dangerous aspect that must be considered. The springloaded mechanism that provides the explosion between the two trolleys, which can cause injuries when not handled with care. Methods of measurement: The momentum of the two trolleys requires the measurement of their masses and their velocities are determined by measuring the time taken to travel 1 m. Small scale objects are used to simulate larger scale events: Small scale wooden trolleys are used to simulate collisions between life size vehicles Select appropriate tools and technology to collect accurate quantitative data Possible appropriate tools could be: ° Two trolleys are determined to the nearest gram. ° A smooth laboratory bench can be used as a runway. ° A measuring tape or ruler to measure the distances travelled by the trolleys. ° Ensure that the trolleys. ° Ensure that the trolley wheels run freely. If necessary, add a little oil to the axles. Topic: Skills for practical investigations • 5 Correct measurements The recording of accurate and precise measurements is one of the most important skills in experimental work. The accuracy of your results is improved by increasing the number of repeat readings that are taken. The precision is determined by the measure in which the smallest unit is the millimetre, is more precise than a tape measure in which the smallest unit is the centimetre. Learners need to be sure that they are able to take correct measurements using the following apparatus: ° Thermometer ° Mass balance ° ° Graduated cylinder Metric ruler ° Pipette ° Burette Recording the data Decide on the best way to record your results. A table of results is recommended. Points to note when drawing up a table: "The table must have a heading, stating what is being recorded in the left hand column. "There must be headings to each column, and the heading must include the units of measurement." the body of the table. In the Ohm's law experiment that determines the relationship between the potential difference and current for a resistor, the independent variable is the current. A sample set of results for this experiment could be tabulated as follows: Table A Potential difference (V) across a current for a resistor, the independent variable is the current. conductor and current (I) in the conductor Potential difference (V) Current (A) 0,352 0,031 0,364 0,032 0,374 0,034 0,403 0,040 0,451 0,042 0,209 0,046 0,548 0,049 6 • Topic: Skills for practical investigations Presenting the data Experimental data can be represented in a graph. Special attention must be given to the drawing and labelling of graphs. Marks are allocated for the following: "The correct heading should be a statement that includes both variables. For example, A line graph to show the relationship between the potential difference across a conductor and the current in the conductor of the independent variable is plotted on the horizontal axis (x-axis). ° The dependent variable is plotted on the vertical axis (y-axis). ° Ensure that the graph is not too small. ° That the line joining the dots is one of best fit. Use a ruler to draw a straight line of best fit if the graph is clearly supposed to be a straight line. If the plotted points do not form a straight line, use a smooth curve to represent the data. Do not join the dots with short, straight lines. A graph for the values give in Table A is shown in Figure 1. There is clearly one reading that falls very far out of the values give in Table A is shown in Figure 1. the trend that the other points are following. There must have been an error when performing the experiment at that time, or else the results must have been recorded incorrectly. This point on the graph can therefore be ignored. Potential difference (V) vs current (A) Fig 1: Graph drawn from data in Table A Topic: Skills for practical investigations • 7 Figure 2 shows two further sample graphs. Fig 2a: A curved line graph For the graphs in Figure 2, note that: ° Concentration is the independent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and rate are dependent variables and are drawn on the x-axis. ° Time and x-axis. ° Time are drawn on the x-axis. ° Time are drawn on the x-axis. ° Time are drawn on the x-axis. ° Time are drawn on t red line in Figure 2b does not pass through all the points. However, it is clear that the graph should be a straight line. A ruler is used to draw the line that best fits the plotted points. Do not join the plotted points (dots) as is illustrated by the green line. to analyse the graph and make a prediction from it. Calculate the gradient of a graph, choose two points on the graph use them to calculate the gradient of the graph in Figure 1, let us use the first and last points plotted (ensure that they fall on the line of best fit) and calculate the gradient of that line: Δy _0,049 - 0,031 gradient = ___ = 0,092 Δx 0,548 - 0,352 You may then be asked to interpret what is understood by the value that you have calculated. In this case the gradient = __ = Ω -1 V Therefore the gradient represents 'the inverse of resistance'. 8 • Topic Skills for practical investigations Predicting results, using the graph had been drawn, you may be asked to use the graph to predict a result outside of the set of points that you have plotted. For example, in the graph in Figure 1, if you were asked to predict what the current reading would be if the potential difference reading is 0,2 V, use the graph as shown by the dotted green line. Start at 0,2 V, dot the line upwards until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue the line horizontally until you meet the graph and then continue
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Precision: how close the measured values may be close together but they may all be wrong due to a systematic error such as friction in an experiment that assumes a non-friction situation. The difference between accuracy and precision is shown in Figure 3. below, assuming that hitting a 'bulls'eye' was the target. a) Precise and inaccurate b) Imprecise and inaccurate c) Precise and accurate b) Imprecise and accurate b) Imprecis dependent and independent variables ° calculation errors. Percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error), which is used ONLY when the accuracy is the percent error (% error). × 100 (Accepted value) Topic: Skills for practical investigations • 9 Example: In an experiment where the gravitational acceleration (g) was measured, a value of 10,07 m.s-2 was obtained. The accepted value of g is 9,8 m.s-2. 10,07 – 9,8 % error = $\times 100 = 2,76\%$ 9,8 Note that this formula can be used only for accepted values ≠ 0. Factors that can cause this deviation from the true value and therefore the variation between the wheels and the plank, which is an external force acting on the movement of the trolleys. This means that the system is not an isolated system as is stated by the law of conservation of momentum ° errors in the measurements of the trolleys ° errors in the measurement of the distances ° calculation errors. Analyse experimental results and identify sources of error or inaccuracy. If there are deviations in the results, a possible source of error needs to be identified. General causes for inaccuracy when reading instruments ° time delay between observing something and recording time ° difference of opinion between people about when a certain observation was made ° a zero error in an instrument. Recognise, analyse and evaluate alternative explanations for the same set of results Learners should develop the ability to listen to and to respect the explanations for the same set of results. skepticism of others and consider alternative explanations. Evaluation includes reviewing the experimental procedures, examining the evidence and suggesting alternative explanations for the same observations. 10 • Topic: Skills for practical investigations Design of a model based on the correct hypothesis for further investigation If there is/are a factor/s that caused a wrong result, it some cases it may be possible to design an experiment to eliminate the effect of the problem factor/s. Once the experiment has been performed, the results can then be analysed, and if there are any specific reasons that the experimenter can identify that may have caused incorrect results to be obtained, a model can then be designed so that the experiment, friction may be identified as a variable that could adversely affect the results. Therefore one could make the following changes: ° Set up the trolleys on a linear air track, rather than on a wooden lab bench. This will drastically reduce friction. ° Perform the experiment with different apparatus, such as a Newton's cradle, which consists of 5 balls hanging on strings which hit against each other. Know the difference between qualitative analysis Qualitative analysis is used to describe a process or observations using words rather than numbers. For example, a qualitative analysis does not rely on numbers for its explanation, conclusions regarding conservation of momentum cannot be drawn. Quantitative analysis makes use of numbers and calculated, so a quantitative conclusion can be drawn, such as: The total momentum of the system before the collision is equal to the total momentum of the system after the collision. Ideally, any experiment should be analysed qualitatively and quantitatively. Topic: Skills for practical activity The following practical tasks: 1. Analyse the components of a properly designed scientific investigation. 2. Choose an experiment and determine the appropriate tools to gather precise and accurate data. 3. Defend a conclusion is free from bias. 5. Compare conclusions that offer different but acceptable explanations for the same set of experimental data. 6. Investigate methods of knowing by people who are not necessarily scientists. Also, make sure that by the end of the year, you are able to correctly read a: • Thermometer • Mass balance • Metric ruler • Graduated cylinder • Pipette • Burette Definitions accuracy how close a measured value is to the true value dependent variable the variable that is measured by the experimenter fixed variable the variable the variable the experiment precision how close the measured values are to each other scientific model a simplified abstract view of something that is often far more complex qualitative analysis used to describe a process or observations using words rather than numbers quantitative analysis makes use of numbers and calculated values to describe a process 12 • Topic: Skills for practical investigations Topic 1 Momentum and impulse What you will learn about in this topic • Momentum • Newton's second law in terms of momentum and elastic collisions • Impulse Let's talk about this topic The photo shows a crash test, a vehicle collides with another object, such as a wall, or another vehicle. Engineers use the concepts of momentum and impulse to interpret the results of crash test. test experiments. This helps them to design vehicles which will be safer in a car crash. Car crashes are only one form of collision in everyday life. For example, collisions are common in sports, such as hitting and catching a cricket ball. In this topic you learn about momentum and impulse. You also learn to apply these concepts to understand collisions. Topic 1: Momentum and impulse • 13 What you know already • A scalar is a physical quantity that has magnitude only. Examples include velocity, force and acceleration. • The mass (m) of a body is the quantity of matter in that body. Mass is a scalar quantity, measured in kilograms (kg). Δx . Velocity is a • Velocity (v) is the rate of change of displacement. In symbols: $v = \Delta t$ vector quantity, measured in meters per second (m.s-1). $v - v \Delta v = f i \cdot Acceleration$ (a) is the rate of change of velocity. In symbols: $a = \Delta t$ vector quantity, measured in meters per second (m.s-1). $v - v \Delta v = f i \cdot Acceleration$ (a) is the rate of change of velocity. In symbols: $a = \Delta t$ vector quantity, measured in meters per second (m.s-1). $v - v \Delta v = f i \cdot Acceleration$ in m.s-2. • Newton's second law: When a net force, Fnet, is applied to an object of mass, m, the object accelerates in the direction of the net force applied to the object's mass. In symbols: Fnet • Newton's third law: When object A exerts a force on object B; object B simultaneously exerts an oppositely directed force of equal magnitude on object A. • The law of conservation of energy states that the total energy of an isolated system remains constant. k Chec lf myse 1. Identify the action-reaction pairs of forces present in each of the following situations: a) Swimming accross the pool b) A book rests on the table. c) A soccer player kicks a ball. d) A rocket accelerates through space. Fig 1.1: A 45 N force applied to the 5 kg box in order to a frictionless horizontal surface, as shown in Figure 1.1. A 45 N horizontal force is applied to the 5 kg box in order to accelerate both boxes across the frictionless surface. a) Calculate the acceleration of the entire 15 kg mass. b) Use your answer to a) to calculate the net force acting on the 5 kg box. c) Why is the net force acting on the 5 kg box. c) Why is the net force acting on the 5 kg box less than 45 N? d) Draw a labelled free body diagram for the 5 kg box. c) Why is the net force acting on the 5 kg box. c) Why is the net force acting on the 5 kg box. c) Why is the net force acting on the 5 kg box less than 45 N? d) Draw a labelled free body diagram for the 5 kg box. c) Why is the net force
acting on the 5 kg box. c) Why is the net force acting a the net force acti Calculate the magnitude and direction of the force that the 5 kg box exerts on the 10 kg box. 14 • Topic 1: Momentum All objects have mass. When an object is moving it has momentum (p) of an object is the product of the mass (m) and velocity (v) of the object: In symbols: p = mv Where: p = the object's momentum, measured in kilograms metres per second (kg.m.s-1) m = the object's mass, measured in kilograms (kg) v = velocity of the object's momentum, measured in kilograms metres per second (kg.m.s-1) m = the object's momentum, measured in kilograms metres per second (kg.m.s-1) m = the object's mass, measured in kilograms metres per second (kg.m.s-1) m = the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms metres per second (kg.m.s-1) m = the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured in kilograms (kg) v = velocity of the object's mass, measured (kg) v = velocity (kg) v momentum is kg.m.s-1 since p = mv = kg × m.s-1 Consider a skateboarder and a bus moving down the road at the same velocity, as shown in Figure 1.2. Which has the greater momentum? The bus has a much greater momentum. However, if the bus were at rest, its momentum would be zero. Objects at rest have zero momentum because they have zero velocity. Worked example: Calculate the momentum of a 1 300 kg rhino galloping east at 15 m.s-1 toward a poacher. Solution: Choice of direction of the velocity vector. m = 1 300 kg v = +15 m.s-1 p = mv Fig 1.2: Skateboarder holding on to a moving bus p = (1 300)(+15) p = +19 500 = 19 500 kg.m.s-1 east Checkpoint 1 Figure 1.3 shows some bumper cars. One of the cars has a mass of 180 kg and is carrying a 70 kg driver. It has a constant velocity of 3 m.s-1 west. a) Calculate the driver's momentum. b) Draw and label the driver's velocity and momentum vectors. system - a group of two or more objects that interact c) Calculate the momentum of the driverbumper-car system. Fig 1.3: Bumper cars d) How would the momentum of the driver-car system change if its velocity remained unchanged, but another person was also in the car? Explain your answer. Topic 1: Momentum and impulse • 15 Collisions A collision is an isolated event in which two or more moving bodies exert forces on each other over a relatively short time. Collisions are a part of our everyday lives. Examples of collisions include a passenger colliding with an air bag and a bat hitting a ball. An object's motion changes during a collision. To understand the mechanics of a collision, consider a golf club colliding with a golf ball, as shown in Figure 1.4. The club exerts a force on the golf ball. According to Newton's third law, the ball exerts a force on the club. The force the ball (-F). These two equal and opposite Fig 1.4: The forces involved during the collision between club and ball forces are exerted simultaneously. These forces cannot cancel one another out, since they act on different objects. The golf club will slow down during the collision and as a result, its momentum will decrease. The club experiences a force (from the ball) in the opposite direction to its motion causing it to decelerate. The golf ball will leave the club travelling at high speed and as a result, its momentum has increased during the collision. The ball eaves the club travelling at its maximum velocity. Change in momentum If the velocity of an object changes, then the momentum of the object will also change in the car's momentum. If pi is the initial momentum of the object immediately before the collision, and pf is the final momentum (p i) from its final momentum (Δ p) of an object is found by subtracting its initial momentum (p i). In symbols: Fig 1.5: During a collision, the vehicle's momentum changes. Where: Δ p = pf - pi vi = object's initial velocity, measured in metres per second (m.s-1) $\Delta p = mvf - mvi$ vf = object's final velocity, measured in metres per second (m.s-1) 16 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) Worked example: In Figure 1.6, a tennis ball with a mass of 57 g is travelling horizontally at 20 m.s-1. The ball is struck by a racquet and moves horizontally at 30 m.s-1 in the opposite direction. a) Calculate the change in momentum of the tennis ball. b) Draw a vector diagram to illustrate the relationship between the initial momentum, the final momentum of the tennis ball. b) Draw a vector diagram to illustrate the relationship between the initial momentum and the change in momentum of the tennis ball. make a choice of direction. If we choose to the right to be the positive direction, then: Fig 1.6: The initial and final velocities before and after a collison with a racquet $\Delta p = mvf - mvi \Delta p = (0,057)(-30) - (0,057)(+20) \Delta p = -1,71 - 1,14 = -2,85 = 2,85$ kg.m.s-1to the left Note the following: The negative sign shows the direction of the ball's momentum change. This is away from the racquet (to the left). b) The ball's initial, final and change in momentum vectors are shown in Figure 1.7. During the collision, the tennis ball's momentum decreases from 2,85 kg.m.s-1 to the left. Why does the ball's initial, final and change in momentum vectors are shown in Figure 1.7. During the collision, the tennis ball's momentum decreases from 2,85 kg.m.s-1 to the left. Why does the ball's initial, final and change in momentum decreases from 2,85 kg.m.s-1 to the left. momentum change? The racquet exerts a net force, to the left, on the ball. This force changes the ball's momentum. The direction of the net force acting on the ball. Fig 1.7: The initial, final and change in momentum vectors Checkpoint 2 efer to Figure 1.8 on the next page. During a soccer training session, Mpho passes a R 0,45 kg soccer ball along the ground to Tshepo. The ball rolls at 4 m.s-1 toward Tshepo who immediately kicks it straight back to Mpho. The ball leaves Tshepo's boot with a speed of 6 m.s-1. Ignore friction. • Topic 1: Momentum and impulse 17 a) Calculate the initial and final momentum of the soccer ball. b) Calculate the change in momentum of the soccer ball. c) Draw a labelled vector diagram of the soccer ball's initial, final and change in momentum. b) State the SI unit of momentum. 2. Explain, in your own words, the difference between momentum and inertia. 3. Provide three examples of situations in which: a) velocity is the main factor determining an object's momentum of a 6 kg bowling ball travelling at 2,2 m.s-1 east? 5. The momentum of a 75 g bullet is 9 kg.m.s-1 toward a target. What is the bullet's velocity? 6. A 10 kg bicycle and a 54 kg rider both have a velocity of 4,2 m.s-1 east. Draw momentum vectors for: a) the bicycle-rider system. 7. At what velocity does a 0,046 kg golf ball leave the tee if the club has given the ball a momentum of 3,45 kg.m.s-1 south? 8. The blue whale is the largest mammal on the Earth. A female blue whale swims at a velocity of 57 km.h-1 west and has a momentum of 2,15 × 106 kg.m.s-1. What is the whale's mass? 9. A 38 000 kg loaded transport truck is travelling at 1,2 m.s-1 west. What does the velocity of a 1 400 kg car need to be for the car to have the same momentum as the truck? 10. Which of the following objects will experience the greater change in momentum: a) a 14 000 kg bull-dozer decreases its speed by 1 m.s-1 or, b) a 10 g rifle bullet, travelling at 1 500 m.s-1, becomes embedded in the truck of a tree? 18 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) 11. A 0,1 kg bouncy ball is dropped. It hits the ground at 8 m.s-1. The ball bounces upward with a speed of 6 m.s-1. a) Calculate the ball's change in momentum. b) Draw a labelled vector diagram to illustrate the initial, final and change in momentum vectors. 12. An 8 g bullet is fired from a rifle. The bullet passes through a 10 cm plank. This reduces the bullet's velocity from 400 m.s-1 west to 300 m.s-1 west. a) Calculate the ball's change in momentum vectors. momentum. b) Calculate the bullet's final momentum. c) Calculate
the bullet's change in momentum. d) Draw a labelled vector diagram to illustrate the bullet's initial, final and change in momentum vectors. 13. Many modern rifles use bullets that have less mass and reach higher speeds than bullets of older rifles. This makes the rifle more accurate over longer distances. The momentum of a new bullet, fired from an old rifle, is 8,25 kg.m.s-1 north. What is the momentum increases by a factor of 4 while its mass is halved. The rocket's velocity is initially 8,5 m.s-1 upward. What is the rocket's final velocity? 15. In Figure 1.9 a 22 300 kg jet aircraft carrier travelling at 252 km.h-1 (70 m.s-1) south. It catches one of the arresting cables and is brought to rest over a distance of 100 m. a) Give the direction of the net force acting on the aircraft. b) Calculate the aircraft's change in momentum. Fig 1.9: An arresting cable is used to catch a landing aircraft. The pilot of another aircraft of the same mass, tries to land with the same initial velocity, but misses the arresting cables. The pilot of another aircraft of the same mass, tries to land with the same initial velocity, but misses the arresting cables. km.h-1. c) Give the direction of the net force acting on the aircraft. d) Calculate the aircraft's change in momentum. 16. During a crash test, car A, of mass 2m, travels at speed v, collides with the wall and is brought to rest. Which car experiences the greater change in momentum? Explain your answer. • Topic 1: Momentum and impulse 19 Newton's second law in terms of momentum Expressing Newton's second law in terms of momentum in Grade 11 you learnt Newton's second law in terms of momentum Expressing Newton's second law. acceleration, a , is directly proportional to the net force applied to the object and inversely proportional to the object's mass. In symbols: Fnet = ma(1) If a net force (Fnet) acts on an object it will accelerate. This means its velocity will change (increase, decrease or change direction). The concept of momentum can be used to restate Newton's second (2) $\Delta t v - v$ If we substitute equation (2) into equation (1) we get: Fnet = m f i Δt For a constant acceleration: [] mv - mvi Fnet = law: The acceleration (a) of the object is defined as the rate of change of velocity. v f - vi a =f Δt But (mvf – mvi) represents the change in momentum (Δp) of the object. Δp Therefore: Fnet At Written this way, Newton's second law relates the net force acting on an object to its rate of change of momentum. This result leads us to a statement of Newton's second law stated in terms of momentum. Δt Where: Fnet = the net force acting on the object, measured in Newtons (N). Δp = the change in momentum of the object, measured in kilograms metres per second (kg.m.s-1). Δt = the time interval over which the momentum of an object is changed, measured in seconds (s). This form of Newton's second law is a more symbols: Δp Fnet = general form of Newton's second law. The equation Fnet = ma only applies to situations in which the mass of an object is constant, 20 • Topic 1: Momentum it is possible now to apply Newton's second law to situations where both the mass and velocity of an object are changing. For example, it can be applied to the accelerating rocket shown in Figure 1.10. While the rocket engines are fired, the rocket is therefore decreasing, which will decrease the weight of the rocket. Fig 1.10: When expressed in terms of momentum, Newton's second law can be applied to object's that change mass during their motion. If the weight of the rocket is decreasing, then the net upward force on the rocket is increase, this will increase the acceleration of the rocket. also increase. Δp Fnet = Δt When the fuel of the first stage of a rocket is used up, the first stage propulsion unit is jettisoned (released) from the main rocket. The second stage rocket engines are fired accelerating the rocket. In this way the rockets direction of travel is changed. Whenever rocket engines are fired, the rocket exerts a backward force on the escaping gases. According to Newton's third law, the gases exert an equal forward force on the rocket engine is fired after the first stage has been jettisoned. • Topic 1: Momentum and impulse 21 Applying Newton's second law in terms of momentum The motion of an object will change only when a net force acts on it. In other words, the momentum of an object. For example, when a car is involved in a crash test, the net force of the wall on the car will change the momentum of the car. Worked examples: 1. Suppose two cars of equal mass (800 kg) are involved in separate crash tests. One of the crash tests is shown in Figure 1.12. Both cars have an initial velocity of 20 m.s-1 before colliding with the wall. Car A collides with the wall and comes to rest during the collision, whereas car B collides with the wall and rebounds with a velocity of 5 m.s-1 away from the wall. Both collisions last for 0,2 s. a) What exerts the force on each car? b) How will the change in momentum of the two cars compare? c) How will the net force acting on each car? b) How will the change in momentum of the two cars compare? c) How will the net force on each car? b) How will the change in momentum of the two cars compare? c) How will the net force acting on each car? b) How will the net force on each car? b) How will the net force on each car? b) How will the change in momentum of the two cars compare? c) How will the net force on each car? b) How will the net Solution: a) The wall. b) Let the direction toward the wall be positive. Car A: $\Delta p = mvf - mvi \Delta p = (800)(0) - (800)(+20) \Delta p = -16000 \text{ kg.m.s-1} = 16000 \text{ kg.m.s-1} = 20000 \text{ kg.m.s-1} = 20$ change in momentum. Δp c) Car A: Fnet = $\Delta t - 16000$ Fnet = $-80\ 000\ \text{N} = 80\ 000\ \text{N}$ away from the wall 0,2 Car B: Fnet = $-20\,000$ = $-100\,000$ N = 100 000 N away from the wall 0,2 Car B experiences the greater net force. d) The net force experienced by the car is directly proportional to the change in momentum of the car. Cars that rebound during a collision experience a greater 22 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) change in momentum and therefore experience a greater net force. This would lead to more damage to the car and increase the chances of fatal injuries to the passengers of the car. 2. In a strongman competition, a competitor pulls a 5 000 kg truck with an average net horizontal force of 2 000 N. This increases the truck's velocity from 1 m.s-1 to 3 m.s-1 down the road, as shown in Figure 1.13. a) How long did it take the strongman to change the truck's momentum? b) Another competitor pulls the truck with a force of 3 200 N. This also increases the truck's velocity from 1 m.s-1 to 3 m.s-1 down the road. How long does it take this competitor to change the truck's momentum? Solution: a) Let the forward direction be positive. Fig 1.13: A strongman pulls a truck. The truck's change in momentum is: $\Delta p = myf - myi \Delta p = (5\ 000)(+3) - (5\
000)(+3) - (5\ 000)(+3)$ = 5 s Fnet + 2 000 The strongman takes 5 s to change the truck's momentum. b) The time taken to change the truck's momentum : $\Delta p + 10\,000\,\Delta t =$ = s-1 forwards The time taken to change the truck's momentum: $\Delta p + 10\,000\,\Delta t = =$ = 3,1 s Fnet + 3 200 This strongman only takes 3,1 s to produce the same change in the truck's momentum, since he applies a greater force than the first strongman applied. 3. In Figure 1.14, a 65 kg Olympic springboard, travelling downward at 8 m.s-1 and leaves the springboard moving upward at 12 m.s-1. a) Draw a free-body diagram of the forces acting on the diver's change in momentum while she is in contact with the springboard exerts on her. Solution: a) Fig 1.14: A diver collides with a springboard for 0,8 s. Calculate the force that the springboard exerts on her. Topic 1: Momentum and impulse 23 b) Let upwards be positive. The diver is initially moving at 8 m.s-1 down, therefore vi = $-8 \text{ m.s-1} \Delta p = \text{mvf} - \text{mvi} \Delta p = (65)(+12) - (65)(-8) = +780 + 520 \Delta p = 1 300 \text{ kg.m.s-1} upwards c)$ Calculate the diver's weight: $F = \text{mgg} F = -8 \text{ m.s-1} \Delta p = -8 \text{ m.s-1} \Delta$ (65)(-9,8) = -637 N = 637 N down g Apply Newton's second law: Δp Fnet = $\Delta t \Delta p F + Fg = \Delta t + 1300$ F + (-637) = 0,8 F- 637 = + 1625 F = +1625 + 637 = 2 262 N upwards Science around us a) Drag reduction system Design engineers have introduced a drag reduction system (or DRS) on the rear wing of all formula one cars aimed at reducing aerodynamic drag (air resistance). The rear wing of the car can be opened as shown in Figure 1.15 at specified parts of the race circuit. The open wing reduces friction, and so increases the net forward force acting on the car, increasing the car's acceleration. reduction system on the rear wing is a) open and b) closed. Checkpoint 3 A golfer is playing golf. The club head of mass 0,2 kg is travelling north at 45 m.s-1 before striking the golf ball. The club head is in contact with the ball for 0,5 milliseconds (0,0005 s) and the velocity of the club head of mass 0,2 kg is travelling north at 45 m.s-1 before striking the golf ball. Figure 1.16. Fig 1.16: The club head's velocity before and after the collision. 24 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) a) Draw a fully labelled force diagram for the collision between the club head during its contact with the golf ball. c) The mass of the ball's horizontal velocity? Assume the golfer applies the same net force in each case. Explain your answers. Exercise 1.2 1. State Newton's second law in terms of momentum. 2. Write the equation for Newton's second law in terms of momentum. Give the meaning of each symbol in the equation, state its SI units of measurement, and whether it is a vector quantity? 3. a) State the meaning of each symbol in the equation for Newton's second law in terms of momentum. change in momentum. b) State the mathematical relationship between the net force acting on an object and the time taken to change the object's momentum always increase if a net force acts on it? Explain, using an example. 5. Explain, using Newton's second law, why a hunter always presses the butt of a rifle tightly against his shoulder before firing. 6. A learner throws a 56,7 g tennis ball toward a wall. It strikes the wall travelling horizontally at 10 m.s-1 and it rebounds at 8 m.s-1. The learner throws a ball of sticky putty, having the same mass as the tennis ball, and it hits the wall with the same velocity. The putty sticks to the wall. Both collisions last for the same length of time. a) Which ball experiences the greater change in momentum? b) Which ball experiences the greater net force? 7. A net force? 7. A net force? 7. A net force? 7. A net force? in 1 tenth of the time. c) the car was travelling at double the velocity and is stopped in the same time? 8. Fighter pilots report that immediately after a burst of gunfire from their jet fighter, the speed of their aircraft decreases from 265 to 250 km.h-1. Using Newton's second and third laws explain the reason for this change in motion. • Topic 1: Momentum and impulse 25 9. At a buffalo jump, a 900 kg buffalo is running at 6 m.s-1 toward the drop-off ahead when it senses danger. What horizontal force must the buffalo exert to stop itself in 2 s? 10. Refer to Figure 1.17 John is watching a game of pool. He observes a 0,17 kg pool ball travelling toward him at 5 m.s-1. The pool ball bounces off the side cushion and travels in the opposite direction at 4,5 m.s-1. a) Calculate the pool ball's change in momentum. Fig 1.17: A pool ball was in contact with the cushion if the cushion if the cushion if the cushion exerts an average net force of 80 N on the pool ball. c) Suppose the pool ball was in contact with the side cushion for a shorter period of time. How would this affect the ball's change in momentum? (Assume the ball experiences the same net force.) Explain your answer. 11. In Figure 1.18 an 80 kg bungee jumper falls from a high bridge with an elastic cord attached to his ankles. The bungee jumper reaches a speed of 30 m.s-1 before the cord begins to stretch. The cord exerts an average force of 2 300 N on the jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper. b) Calculate the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the forces acting on the statched to a bungee jumper. b) Calculate the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the statched to a bungee jumper. b) Calculate the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the statched to a bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the statched to a bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting on the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting a period over a period of 2 s. a) Draw a free-body diagram of the bungee jumper over a period of 2 s. a) Draw a free-body diagram of the forces acting a period over a period ove accelerate from rest and reach a velocity of 20 m.s-1 west. The motor cycle wheels exert an average force of 710 N east on the road. a) Calculate the minimum time taken to reach a velocity of 20 m.s-1 west. b) Explain how the force directed east causes the motorcycle to accelerate west. c) Explain why it is necessary to specify a minimum time. 13. A Centaur rocket engine expels 520 kg of exhaust gas at 50 000 m.s-1 in 0,4 s. What is the magnitude of the net force that will be generated on the elevator accelerates upward. a) Draw a free-body diagram of the forces acting on the elevator. b) What tension is needed in the cable to accelerate the elevator from rest to a velocity of 4,5 m.s-1 upward in 8,8 s? 26 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) 15. Refer to Figure 1.19. Zanele has a mass of 40 kg and is sitting inside a 20 kg cart. Zanele's friends pull the cart with a force of 500 N at an angle of 20° to the horizontal, using a light rope. The cart experiences a frictional force of 300 N. Fig 1.19: A force is applied at 20° to the horizontal a) Calculate the net horizontal a force acting on the cart's momentum if Zanele's friends apply the force for 10 s. c) Calculate the net horizontal force acting on Zanele. d) How would the cart's final velocity be affected if the angle between the 500 N force and the horizontal is decreased? Explain your answer. 16. A 22 g bullet strikes a target travelling at 320 m.s-1 in the same direction. The bullet takes 0,00015 s to pass through the target. a) Calculate the bullet's change in momentum. b) Calculate the net force the bullet experiences. 17. A 1,2 kg hammer is used to hit a nail horizontally into a block of wood. The nail's resisting force is 9 000 N. Calculate how long the hammer is in contact with the nail. • Topic 1: Momentum and impulse 27 Conservation of momentum A system is a small part of the universe that we are considering when solving a particular problem. Everything outside the system is called the environment. Some examples of a system include: • colliding balls on a pool table • two cars travelling in opposite directions collide on a tar road • a rocket fires its engines in deep space and a hunter firing a bullet from his rifle. An isolated system is free from the influence of a net external force that alters the momentum of the system. A net external force is a force that originates from a source other than the objects within the system and which is not balanced by other forces. Friction is an example of a net external force. A system in which the only forces that
contribute to the momentum change of an individual object are the forces acting between the objects themselves can be considered an isolated system. Consider the collision of two balls on a billiard table. The collision occurs in an isolated system as long as friction is small enough that its influence upon the two balls are the contact forces that they apply to one another. These two forces are considered internal forces since they result from a source within the system is conserved. Fig 1.20: This can be considered an isolated system if the friction is small enough to be ignored. The law of conservation of momentum The law of conservation of momentum. The total linear momentum of the system remains constant (is conserved). In other words, if the external force of friction acting on a system immediately before the collision. 28 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) Figure 1.21 shows a collision between cars A and B: A B The total momentum and B's initial momentum: pbefore = pA + pB = mAv Ai + mBvBi Fig 1.21 A collision between two cars. The total momentum immediately after the collision is the vector sum of A's final momentum and B's final momentum: pafter = pA + pB = mAv Af + mBv Bf In real-life vector sum of A's final momentum is conserved (remains constant): The total momentum is conserved (remains constant): The total momentum and B's final momentum is conserved (remains constant): The total momentum is conserved (remains cons collisions, the external forces acting on colliding objects are usually not known. However, they are often negligible, and so can be ignored. In other words, the collision. Applying the law of conservation of momentum The following examples illustrate how the law of conservation of momentum can be applied. Worked examples: 1. Refer to Figure 1.22. An object with a second mass of 1,5 kg which is moving with a velocity of 1,5 m.s-1 in the opposite direction. The 1,5 kg mass bounces back with a velocity of 1,2 m.s-1 to the right. Calculate the velocity of the 1 kg mass after the collision. Ignore the effects of friction. Solution: When dealing with momentum questions you should choose positive and negative. Fig 1.22 • Topic 1: Momentum and impulse 29 Total momentum before the collision = Total momentum after the collision -1 m1v1i + m2v2f v 1i = +2 m.s -1 v 2i = -1,5 m.s (1)(+2) + (1,5)(-1,5) = (1)v1f + (1,5)(-1,5) = (1,5)(-1,5) = (1,5)(-1,5)(-1,5) = (1,5)(-1,5)(-1,5)(-1,5)(-1,5)(-1,5) = (1,5)(-1, from a rifle, strikes a sand bag fastened to a trolley of combined mass 4 kg travelling west at 2 m.s-1 on a frictionless surface. The bullet's velocity immediately before impact is 250 m.s-1 east. Calculate the velocity of the trolley immediately after the collision. Solution: Fig 1.23: A bullet becomes

embedded in a sandbag on a trolley Choose east as positive. Mass of bullet: mB = 0.02 kg Mass of trolley: mT = 4 kg Initial velocity of bullet: vBi = -2 m.s-1 The bullet and trolley have a combined mass after the collision: m = (4 + 0.02) = 4.02 kg total Total momentum before the collision = Total momentum after the collision mBvBi + mTvTi = mtotal. vf (0,02)(+250) + (4)(-2) = (4,02)vf + 5 - 8 = (4,02)frictionless surface. The combined mass of the rifle and trolley is 4,2 kg. The rifle is loaded with a single 167 g bullet which it fires at 500 m.s-1 to the right. a) Calculate the rifle's recoil velocity. b) Without any further calculations, state the total momentum after the explosion. Explain your answer. c) Why is the recoil velocity. b) Without any further calculations, state the total momentum after the explosion. than the velocity of the bullet? 30 • Topic 1: Momentum and impulse Fig 1.24: A rifle mounted on a trolley: wTi = 0 Initial velocity of trolley: wTi = 0 Initial velocity of trolley: wTi = 0 Final velocity of trolley: Final velocity of bullet: mB = 0,167 kg Initial velocity of trolley: wTi = 0 Final velocity of trolley: wTi = 0 Fi vBf = +500 m.s-1 unknown Total momentum before = Total momentum after mT vTi + 0 + mB vBi = mT vTf = (4,2)vTf 0 0 vTf = +mB vBf 83,5 - 19,88 \text{ m.s-1} vTf = 19,88 \text{ m.s-1} vTf = 19,88 \text{ m.s-1} vTf = 19,88 \text{ m.s-1} vTf after the collision is zero. Momentum is conserved during the explosion. The total momentum is conserved). However the rifle has a greater mass and will therefore experience the same change in velocity in the opposite direction. Checkpoint 4 1. Refer to Figure 1.25. Cart B, of mass 350 g, moves on the frictionless linear air track at 2 m.s-1 to the left. Cart B strikes cart A, of mass 200 g, travelling in the opposite direction at 1,2 m.s-1. After the collision, cart B continues in its original direction at 0,7 m.s-1. a) Why is this considered an isolated system of colliding bodies? b) Calculate the velocity of cart A after the collision. c) How does the change in momentum of each cart compare? Check your answer using calculations. Fig 1.25: Two carts moving in opposite directions on a linear air track • Topic 1: Momentum and impulse 31 2. A wooden block attached to a glider has a combined mass of 0,2 kg Both the block and the glider are at rest on a frictionless air track, as shown in Figure 1.26. A dart gun shoots a 0,012 kg dart into the block. The velocity of the dart just before it hits the block? Fig 1.26: A dart becomes embedded in a wooden block 3. Refer to Figure 1.27. A compressed spring is loaded between two trolleys (A and B) at rest on a frictionless surface. The spring is released and the two trolleys move off in opposite directions. After the spring is released between two trollies. Prescribed experiment for formal assessment Aim: To verify the conservation of linear momentum You will need: Two spring-loaded trolleys; two stopwatches; metre-stick; mass scale; two barriers (blocks of wood) and five 100 g mass pieces Method: 1. Work in groups. 2. Copy the table below. Trolley 1 m1 (kg) Trolley 2 Time Δt (s) Velocity v (m.s-1) 1 Momentum m v m2 (kg) 1 1 (kg.m.s-1) Time Δt (s) Velocity v (m.s-1) 2 Momentum m v 2 2 (kg.m.s-1) 3. You are supplied with two spring-loaded trolleys: 1 and 2. Use a scale to measure the mass of each trolley (m1 and m2). Record these values in the table. 4. Each trolley is fitted with a spring-loaded plunger, as shown in Figure 1.28. Push the spring-loaded plunger in and use the lever on the side of the trolley to hold the plunger in position. When the lever on side of the trolley. 32 • Topic 1: Momentum and impulse Fig 1.28: A trolley with a spring loaded plunger. Knowledge area: Mechanics (Physics) 5. Place trolley 1 on a lab bench and reload the plunger. Position trolley 2 so that it is in contact with trolley 1. 6. Release the lever on the side of the trolley. Observe how the trolleys are forced apart and move in opposite directions. According to Newton's third law, each trolley same net force in opposite directions. Fig 1.30: The trolleys are exploded apart. 7. Practice "exploding" the trolleys are exploded apart. 7. Practice "exploding" the trolleys are exploded apart. 7. Practice "exploding" the trolleys apart until both trolleys are exploded apart. 7. Practice "exploding" the trolleys apart until both trolleys apart until both trolleys apart until both trolleys are exploded apart. 7. Practice "exploding" the trolleys apart until both trolleys are exploded apart. 7. Practice "exploding" the trolleys apart until both trolle in contact with the plunger of trolley 1. Mark the position of the front of each trolley. 9. Use the metre-stick to measure 1 m along the lab bench from the back of each trolley. Place a barrier at these points, as shown in Figure 1.32. Fig 1.32: Measure a distance of 1m from the back of each trolley. • Topic 1: Momentum and impulse 33 10. You are about to measure the time (Δt) it takes for each trolley to cover a distance of 1 m after they are "exploded" apart. Two learners will use the stopwatches. The third learner will release the lever to "explode" the trolleys apart. 11. Each learner holding a stopwatch should select a trolley (1 or 2). Each learner should start the stopwatch as the plunger is released and stop the stopwatch as the trolley collides with the barriers before to reposition the barrier. taking the next set of readings. Record the average time (Δt) in the table. 12. The precision of the stop-watch is one 100th of a second (0,01 s). Therefore, round off the time values to one decimal place. 13. Since you are working with vector quantities, choose which direction to take as positive (e.g. let direction to the right be positive). 14. Calculate the average velocity (v and v) of each trolley. Record these velocities 1 2 in the table. Be sure to include the correct sign (+ or -) and round the values off to one decimal place. 15. Calculate the momentum of each trolley (m v and m v) and record it in the 1 1 2 2 table. Be sure to include the correct sign (+ or -) and round the values off to one decimal place. 16. Increase the mass of trolley. Repeat the experimental write-up. Include the following sub headings in the write-up: • Aim • Hypothesis • Apparatus • Method • Results • Analysis of results • Conclusion • Sources of error Exercise 1.3 1. State the law of conservation of momentum, what is an isolated system? b) Why is it necessary to choose an isolated system when solving a momentum problem? 3. How do internal forces affect the momentum of a system? 4. Give one example of a possible collision between two identical masses. Include a sketch of the situation, showing the velocity of each object immediately before and immediately after the collision. 34 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) 5. A learner is standing on a stationary 2,3 kg skateboard. If the learner jumps at a velocity of 0,37 m.s-1 forward, the skateboard's velocity becomes 8,9 m.s-1 backward. Calculate the mass of the learner? 6. A 110 kg astronaut and a 4 000 kg spacecraft are attached by a tethering cable. Both masses are motionless relative to an observer near the spacecraft. The astronaut wants to return to the spacecraft, so he pulls on the cable until his velocity is 0,8 m.s-1 toward the spacecraft. a) Calculate the change in velocity of the spacecraft. b) Explain how pulling on the tethering cable in one direction causes the astronaut to move in the opposite direction. 7. A 75 kg hunter is in a 10 kg stationary canoe, on the water. He throws a 0,72 kg spear at a velocity of 12 m.s-1 to the right. a) Calculate the velocity of the canoe and hunter immediately after the spear of greater mass was thrown at the same velocity? 8. A student on a skateboard, with a combined mass of 78,2 kg, is moving east at 1,6 m.s-1. As he goes by, the learner skillfully scoops his 6,4 kg school bag from the bench where he had left it. a) Calculate the velocity of the learner (and skateboard) compare with the change in momentum of the school bag? Explain your answer. 9. A 1 050 kg car has a velocity of 2,65 m.s-1 north. The car hits the rear of a stationary truck, and the bumpers lock together. The velocity of the car-truck system immediately after the collision is 0,78 m.s-1 west. It strikes a 0,62 kg stationary basketball. The volleyball rebounds east at 0,79 m.s-1. Calculate the velocity of the basketball immediately after the collision? 11. A glider of mass m and velocity v, moving to the right along an air track, collides with a stationary cart of mass m and velocity v, moving to the right along an air track. Two ice skaters, one of mass 50 kg and the other of mass 60 kg, push off against one another, starting from a stationary position. The 50 kg skater acquires a velocity of 0,55 m.s-1 to the right. a) How does the momentum of each skater compare after they are pushed apart? b) Which skater compare after they are pushed apart? Explain your answer. c) Calculate the 60 kg skater's velocity after they are pushed apart. • Topic 1: Momentum and impulse 35 13. A 0,6 kg glider, travelling to the right and the 0,2 kg glider is travelling at 11 m.s-1 to the right. Calculate the velocity of the 0,6 kg glider before the collision. 14. An 800 kg car is at rest. The two cars are locked together after the collision. Calculate the magnitude of their velocity after the collision. 15. Judy has a mass of 45 kg and is wearing ice skates. She is standing on the ice rink when her friend throws an 8 kg school bag horizontally toward her at 3 m.s-1. Judy catches the school bag immediately after she caught the same school bag but it was thrown with a greater velocity? Explain your answer. 16. A 20 g bullet is travelling west at 500 m.s-1, toward a 30 kg wooded block, embedding itself into the block. Calculate the magnitude of the velocity of the block and bullet
after the collision. Inelastic and elastic collisions Inelastic collisions such as the dart and block, involved hard objects, such as a golf club hitting the golf ball. Other collisions it was possible to choose an isolated system so that the total momentum of the system was conserved. When objects collide, they sometimes deform (change shape), make a sound, give off light, or heat up a little during the collision. Any of these observations indicate that the kinetic energy of the system before the collision is not the same as after the collision. These collisions are known as inelastic collisions. During an inelastic collision, kinetic energy is not conserved. Each impact of a bouncing ball is inelastic. The energy is not conserved. Most real-life collisions are inelastic. 36 • Topic 1: Momentum and impulse Fig 1.33: Each bounce of the ball is an inelastic collision. Knowledge area: Mechanics (Physics) Elastic collisions An elastic collision. The sum of the kinetic energies of the objects before the collision would be exactly equal to the sum of the kinetic energy of the system being converted into sound, light, deformation and heat (due to friction). These factors make it difficult to achieve an elastic collision Even when two colliding objects are hard and do not appear to deform, some kinetic energy is still converted to other forms of energy. Usually the measured speed, which indicates that the collision is a little less than the predicted speed of an object stick. together upon impact. Fig 1.34: The collisions between billiard balls are almost elastic. Momentum is conserved in both elastic collisions. Problems involving elastic and inelastic collisions. Problems involving elastic and inelastic collisions. Problems involving elastic and inelastic collisions. ball A, travelling at 1,2 m.s-1 east, strikes a stationary 0,18 kg ball B, and rebounds at 0,075 m.s-1 west. B moves off at 1,0 m.s-1 east. Is the collision: Ball A: E = 1 mv2 = 12 (0,16)(1,2)2 = 0,115 J K 2 Ball B; $E = 0 \text{ K The total kinetic energy is the sum of the system before the collision: Ball A: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision: Ball A: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision: Ball A: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision elastic} = 0.115 \text{ J K 2 Ball B: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision elastic} = 0.115 \text{ J K 2 Ball B: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision elastic} = 0.115 \text{ J K 2 Ball B: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision elastic} = 0.115 \text{ J K 2 Ball B: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision elastic} = 0.115 \text{ J K 2 Ball B: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision elastic} = 0.115 \text{ J K 2 Ball B: } E = 0 \text{ K The total kinetic energy is the sum of the system before the collision elastic} = 0.115 \text{ J K 2 Ball B: } E = 0.115 \text{ J K$ kinetic energy before the collision: EK = 0,115 + 0 = 0,115 J Fig 1.35 Calculate the total kinetic energy after the collision. 1 (0,16)(0,075)2 = 0,0005 J Ball A: E = 12(0,18)(1)2 = 0,09 J K Total kinetic energy after the collision: EK = 0,0005 + 0,09 = 0,0905 J The total kinetic energy of the balls before the collision (0,115 J) is not equal to the total kinetic energy of the balls after the collision is inelastic. Although the kinetic energy of the system is not conserved in this example, the momentum of an isolated system is always conserved. You should check this with a calculation. • Topic 1: Momentum and impulse 37 Check point 5 In Figure 1.36, a 45,9 g golf ball is stationary on the green when a 185 g golf club face, travelling at 1,24 m.s-1 east, strikes it. After the impact the club is vertical at the moment of impact, so that the ball does not spin. Determine if the collision is elastic. Fig 1.36 Recommended demonstration for informal assessment Aim: To observe collisions You will need: • A Newton cradle, as shown in Figure 1.37. Method and questions: 1. State the law of conservation of mechanical energy (you learnt this in Grade 10). 2. Raise one ball of the Newton cradle and release it. At what position does the ball have: a) maximum kinetic energy c) maximum kinetic energy c) maximum momentum? Fig 1.37: A Newton cradle 3. After releasing a ball, what happens to the other balls? Describe how many balls move and how high they move compared to the original ball that was released. 4. Explain your observations in terms of the law of conservation of momentum. 38 wings down b) collides with another ball? 6. Explain your observations in terms of the law of conservation of momentum. • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) 7. Explain why the balls are raised and released b) three balls are raised and released b) three balls are raised and released. Comment on the number of balls that move and the height they reach, in each case. 10. Explain your observations in terms of the law of conservation of momentum. 11. If two balls are raised and released, is it possible for one ball to move off at the other end of the cradle? Explain your answer. Exercise 1.4 1. Explain the difference between elastic and inelastic collisions. Include an example of each type of collision in your answer. 2. What evidence suggests that a collision is inelastic? 3. Which physical quantity is conserved in both elastic and inelastic collision, some kinetic energy is lost by the system of colliding objects. List three ways in which kinetic energy can be converted to other forms of energy. 5. A 6 g glass ball, A, moving east at 19 m.s-1, collides with another 9 g glass ball, B, moving at 11 m.s-1 in the same direction. After the collision is elastic. 6. A 0,3 kg cart, moving to the right on a frictionless linear air track at 4 m.s-1 strikes a second cart of mass 0,5 kg, travelling in the opposite direction at 3 m.s-1. The collision between the two carts is elastic. After the collision, using two different methods. 7. A 1 700 kg car moves at 25 m.s-1 west. It collides with a 3 400 kg truck travelling at 14 m.s-1 east. After the collision, the car travels at 10 m.s-1 east. a) Calculate the truck's velocity after the collision, using the law of conservation of momentum. b) Show that this collision, using the law of conservation of the 'missing' kinetic energy. • Topic 1: Momentum and impulse 39 8. A 70 kg girl is running at 3 m.s-1 east when she jumps onto a 2 kg stationary skate board. a) Calculate the velocity of the girl and the skateboard after she has landed on it. b) Show that this collision is inelastic. 9. A wrestler stands at rest. Another wrestler, running at 5 m.s-1 to the right, collides with the first wrestler, grabs him and holds onto him. The two move off together at 2,7 m.s-1 in the direction the second wrestler and impulse Knowledge area: Mechanics (Physics) Impulse Impulse-momentum theorem During the filming of a movie, when a stunt person jumps off a building, the fall can be very dangerous. To minimize injury, stunt people avoid a sudden stop when landing by using different techniques to slow down more gradually out of sight of the cameras. These techniques to slow down more gradually out of sight of the cameras. net. Other times, they may roll when they land. For extreme jumps, such as from a roof of a tall building, a huge oversized, but slightly under-inflated, air mattress may be used, as shown in Figure 1.38. The thick mattress on the ground provides a protective cushion for the stunt person when he lands. To understand the factors that affect the net force acting on objects during a collision requires looking at Newton's second law written in terms of momentum. Δp Fnet = Δt If we multiply both sides of this equation by Δt , we get: Fnet $\Delta t = \Delta p$ The above relationship is known as the impulse-momentum theorem. net A In this equation, the product of net force and the interaction time, F t, is called impulse. Impulse is defined as the product of net force acting on an object will experience during a collision. Fnet $\Delta t = mvf - mvi$, we get: Fnet $\Delta t = mvf - mvi$, we get: Fnet $\Delta t = mvf - mvi$, we get: Fnet $\Delta t = m(vf - vi)$ But (vf - vi) But (vf - vi) represents the change in velocity Δv of an object during a collision. Therefore: Fnet $\Delta t = m(vf - vi)$ But (vf - vi) But (vf - vi) represents the change in velocity Δv of an object during a collision. 2 = 1 s = 1 kg.m.s-1 which is the unit for momentum. s .s So the units on both sides of the impulse-momentum theorem are equivalent (N.s = kg.m.s-1). Since force is a vector quantity, impulse (Fnet Δ t), is also a vector quantity, and the direction of impulse is in the same direction into the unit N.s, we get: () kg.m kg.m 1 N.s = 1as the net force. In real life situations, collisions such as the collision between
the racquet and the ball, shown in Figure 1.39 (on the next page) occur during a very short time interval. If you tried to accurately measure the net force, you would find it is difficult, if not impossible. During a collision the net force increases from zero to a very large value in a short time interval as shown in Figure 1.40. Topic 1: Momentum and impulse • 41 Fig 1.40: During a collision the net force increases from zero to a maximum value in a short time interval. Fig 1.39: Some collisions occur during a very short time interval. much easier to measure the interaction time and the overall change in momentum theorem: Fnet $\Delta t = \Delta p$ Applying the impulse-momentum theorem: Fnet $\Delta t = \Delta p$ Applying the impulse-momentum theorem Worked examples: 1. A golf ball of mass 0,1 kg is driven from the tee. The average accelerating force exerted by the golf club is 1 000 N, and the ball moves away from the club at 30 m.s-1. For how long was the club in contact with the ball? Solution: Fnet $\Delta t = m\Delta v m = 0,1$ kg Fnet= 1 000 N Fnet $\Delta t = m(vf - vi)$ vi = 0 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(0)$ vf = 30 m.s-1 (1 000) $\Delta t = (0,1)(30) - (0,1)(30$ N on the ball and is in contact with the ball for 0,08 s. The ball moves off the bat to the right. Calculate the change in momentum of the ball. Solution: Take right as the positive direction. Fnet = 75 N $\Delta t = 0,08 \text{ s}$ 42 $\Delta p = \text{Fnet}\Delta t \Delta p = (75)(0,08) \Delta p = 6 \text{ kg.m.s-1}$ to the right. Calculate the change in momentum of the ball. Solution: Take right as the positive direction. Fnet = 75 N $\Delta t = 0,08 \text{ s}$ 42 $\Delta p = \text{Fnet}\Delta t \Delta p = (75)(0,08) \Delta p = 6 \text{ kg.m.s-1}$ to the right. improve safety, a modern car's front end crumples on impact. A 1 200 kg car travels at a constant velocity of 8 m.s-1 toward an immovable wall as shown in Figure 1.41. It hits the wall and comes to a stop in 0,25 s. Fig 1.41: The front of the car crumples upon impact. a) Calculate the impulse provided to the car. b) What is the average net force exerted on the car? c) For the same impulse, what average net force would the wall exert on a car which stopped in 0,04 s due to having a rigid bumper and frame which do not crumple on impact? Solution: a) Impulse provided to the car is equivalent to the car is equivalen = $m\Delta v$ Fnet Δ f = m(vf - vi) vi = +8 m.s-1 Fnet Δ t = (1 200)[0 - (+8)](t he car's final velocity is zero) vf = 0 m.s-1 F net Δ t = (1 200)(-8) = -9 600 = 9 600 N.s away from the wall Δ t = 0,25 s Impulse is a vector quantity. The direction of the impulse is the same as the net force of the wall on the car - away from the wall Δ t = 0,25 s Impulse is a vector quantity. The direction of the impulse is the same as the net force of the wall on the car - away from the wall Δ t = 0,25 s Impulse is a vector quantity. $= -240\ 000\ N = 240\ 000\ N$ away from the wall 0.04 The magnitude of the average net force with the rigid frame is more $Fnet \Delta - 9600 - 9600$ Fnet = than 6 times greater than when the car crumples. Checkpoint 6 A soccer player heads the ball with an average force of 21 N, for 0,12 s as shown in Figure 1.42. a) Calculate the impulse provided to the soccer ball. b) The impulse changes the ball 's velocity from 4 m.s-1 to 2 m.s-1 in the opposite direction. Calculate the soccer ball. b) c) Sketch a graph of the net force on the ball as a function of time. Fig 1.42 A player heads the ball • Topic 1: Momentum and impulse 43 Worked example: A basketball player shoots a 0,65 kg basketball as shown in Figure 1.43. The net force acting on the ball increases linearly from 0 N to 22 N during the first 0,15 s while it is in contact with his hand. During the next 0,25 s the net force decreases linearly to 0 N. a) Draw a graph of net force acting on the ball as a function of time. b) Calculate the magnitude of the basketball. c) Calculate the speed of the basketball when it leaves the hand of the shooter. d) How would the ball's speed be affected if the same impulse was provided to a ball with less mass? Solution: Fig 1.43: A basketball player takes a shot. a) Fig 1.44 b) The area under the graph has units of: Area = $12 \times (s) \times (N) = N$.s The area under the graph therefore represented by the area under the graph has units of: Area = $12 \times (s) \times (N) = N$.s The area under the graph therefore represented by the area under the graph has units of: Area = $12 \times (s) \times (N) = N$.s The area under the graph therefore represented by the area under the graph has units of: Area = $12 \times (s) \times (N) = N$.s The area under the graph therefore represented by the area under the graph has units of: Area = $12 \times (s) \times (N) = N$.s The area under the graph therefore represented by the area under the graph has units of the graph has un impulse exerted on the ball (Fnet Δt): 1 Fnet $\Delta t = Area$ under graph = (0,4)(22) = 4,4 N.s 2 c) Using the impulse-momentum theorem: Fnet $\Delta t = m(vf - vi) 4,4 = (0,65)(vf - 0)$ (The ball's initial velocity is zero) 4,4 = (0,65)(vf - 0) (The ball's initial velocity is zero) 4,4 = (0,65)(vf - 0) (The ball leaves the shooter's hand at a speed of 6,77 m.s-1 The ball leaves the shooter's hand at a speed of 6,77 m.s-1 44 • Topic 1: Momentum and impulse-momentum theorem: Fnet $\Delta t = m(vf - vi) 4,4 = (0,65)(vf - 0)$ (The ball's initial velocity is zero) 4,4 = (0,65)(vf - 0) (Knowledge area: Mechanics (Physics) t, is provided to the ball, then according to the d) If the same impulse, Fnet Δ impulse-momentum theorem, Fnet Δ impulse, so the ball's mass is less, so the ball's mass is less, so the ball's mass is less, so the ball will experience the same impulse. more massive ball. Checkpoint 7 Whiplash, shown in Figure 1.45, occurs when a car is hit from behind and the head of the motorist is not properly protected by a head rest. The seat accelerates the upper part of the body, but the head of the motorist is not supported. This injures the joints and soft tissue of the neck. a) Use Newton's first law to explain why whiplash occurs. b) Why are cars fitted with head rests? Fig 1.45 Whiplash occurs when a car is rear-ended. c) What is the average net force on a motorist's head is 5,4 kg. Assume that the same magnitude force acts on the neck as on the torso. During a collision between two objects in an isolated system, both objects experience equal and opposite forces. Impulse on A = FB on A t Fig 1.47: During a collision both objects experience equal and opposite impulses. Im pulse on B = FA on BA t
According to Newton's first law, the action-reaction forces are equal in magnitude but opposite in direction. Also the time of interaction is the same for each object. It follows then that the impulse provided to object B (Fig 1.47). Check point 8 In Figure 1.48, an 800 kg collision. e) Calculate the net force acting on each vehicle during the collision. Fig 1.48: A car and truck collide • Topic 1: Momentum and impulse. 2. Explain the relationship between the units in which momentum and impulse are measured. 3. How are impulse and momentum related? 4. What is the effect on impulse if: a) the impulse if: a) the impulse provided to a body. 6. A baseball player swings his bat and hits a baseball, exerting 12 000 N on the ball for 0,007 s. Calculate the impulse provided to the ball. 7. Calculate the net force required to stop a 60 kg person travelling at 30 m.s-1 during a time of: a) 5 s b) 0,5 s c) 0,05 s. 8. How much does a shoulder-launched rocket's momentum change if it experiences a thrust of 2,67 kN for 0,204 s? 9. A 62 kg male ice skater is facing a 43 kg female ice skater. They are at rest on the ice. They push off each other with a force of 200 N for 1,2 s and move in opposite directions. The female skater moves to the left and the male skater change if her mass was doubled? 10. A pool ball collides with a side cushion and rebounds in the opposite direction. The collision lasts 0,005 s. The impulse provided to the pool ball. 11. A loaded freight train (mass 10 000 kg) rolls to the right at 2 m.s-1 toward another freight train (mass 8 000 kg) moving in the opposite direction at 3 m.s-1. On collision, the two trains couple (lock together). a) Calculate the velocity of the two trains after the collision. b) Calculate the impulse provided to each train. 46 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) 12. A 0,05 kg bullet is fired into a block of wood. The velocity of the bullet just before impact is 350 m.s-1. a) Calculate the change in momentum of the bullet. b) What is the impulse provided to the bullet? c) Calculate the time the bullet? c) Calculate the bullet? c) Calculate the time the bullet? c) Calcul of 1 m.s-1 from a stationary start? 14. A hunter claims to have shot a charging buffalo through the heart and "dropped him in his tracks". a) How would the momentum of the buffalo? Explain your answer. Suppose the hunter was shooting one of the largest hunting rifles ever sold, a 0,5 calibre Sharps rifle, which shoots a 22,7 g bullet at 376 m.s-1. b) Evaluate the hunter at a slow 0,675 m.s-1 south. c) Calculate the net force exerted on the buffalo if the collision lasted 0,01 s. 15. A 2,04 × 106 kg space shuttle is very far from the Earth. The rocket engines expel 3,7 × 103 kg of exhaust gas during the 1 second for which the rocket engines are fired. This increases the shuttle's velocity, relative to the rocket engines are fired. This increases the shuttle's velocity by 5,7 m.s-1 forward. At what velocity, relative to the rocket engines are fired. the controversy surrounding them. How do momentum and impulse apply to these shoes? Impulse and safety Seat belts and airbags Vehicle safety devices are designed to increase collision. When the vehicle detect this and deploy an airbag from the steering column. The airbag inflates in a very short time interval, approximately 30 ms (0,03 s). The driver collides with the airbag rather than the steering column, as shown in Figure 1.49. Airbags are designed to leak after inflation so that the fully inflated bag decreases in thickness from about 30 cm to about 10 cm. Fig 1.49: An airbag increases the time taken for the driver to come to rest during a collision • Topic 1: Momentum and impulse 47 Air bags (and seat belts) increase the time taken (Δt) for a passenger to come to rest during an accident. Δp Fnet = to Newton's second law, if the time taken to come to rest (Δt) is increased, then the net force (Fnet) acting on the passenger will decrease. This will obviously reduce the risk of a fatal injury in a head-on collision by about 30 percent. The function of an airbag is to slow the passenger's forward motion as evenly as possible in a fraction of a second. There are three parts to an airbag, shown in Figure 1.50: • The bag itself is made of nylon, which is folded into the steering wheel, dashboard, seat or door. • The sensor is the device that tells the bag to inflate. Inflation happens when there is a collision force equal to running into a brick wall at 16 to 24 km.h-1. • The airbag's inflation system reacts sodium azide (NaN3) with potassium nitrate (KNO3) to produce nitrogen gas. A hot blast of nitrogen inflates the airbag inflates the airbag faster than the blink of an eye! Almost just as quickly, the gas quickly dissipates through tiny holes in the bag, thus deflating the bag so you can move and are not suffocated by the bag. 1 25 Even though to help prevent serious injury. The powdery substance released from the airbag is regular cornstarch or talcum powder, which is used by the airbag manufacturers to keep the bags pliable while they are not in use. Check point 9 A 70 kg driver of a car is not wearing a seatbelt. He is travelling at 54 km.h-1 (15 m.s-1) when he is involved in an accident which brings the car to rest suddenly. The driver continues moving forward until he hits the steering wheel and is brought to rest in 0,02 s. a) Calculate the net force acting on the driver. b) Comment on the magnitude of this force in terms of safety. 48 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) Suppose, instead, that the driver collides with an airbag which brings him to rest in 0,1 s: c) Calculate the net force the airbag exerts on the driver during the collision. d) Compare your answers to questions a) and c) and comment on the usefulness of an airbag. Arrestor beds, off the main road, to stop the truck. An arrester bed is a sand or gravel pathway such as the one shown in Figure 1.51. An arrestor bed decreases a truck's momentum to zero over a fairly long time interval (Δt), and so the force it exerts on the truck is small enough not to harm the truck or driver. Fig 1.51: An arrestor bed decreases a truck's momentum to zero over a fairly long time interval (Δt), and so the force it exerts on the truck is small enough not to harm the truck or driver. is involved in a collision while trying to avoid a cow crossing the road. She strikes the air bag, which brings her body to a stop in 0,15 s. a) What average force does the air bag, then the steering wheel would have stopped her body in 0,01 s. What average force would the steering wheel have exerted on her? 2. During a parachutist falling at 10 m.s-1 who bends her knees when hitting the ground, bringing her body to rest in 0,8 s. b) Suppose the parachutist did not bend her knees when hitting the ground, and came to rest in 0,05 s. Calculate the force of impact in this case. 3. A car is involved in a collision and is brought to rest. How will the magnitude of the net force acting on the car is brought to rest. How will the magnitude of the net force acting on the car is involved in a collision and is brought to rest. travelling at a greater speed before the collision and is brought to rest in the same time interval. c) The car rebounds after the collision in the same time interval. 4. Explain the concept of a follow-through in your favourite sport. • Topic 1: Momentum and impulse 49 Extend yourself 1. Using the concept of impulse, explain how a karate expert can break a board.(4) 2. Why is it useful to express impulse in terms of momentum? (2) 3. A 0,25 kg arrow with a velocity of 12 m.s-1 west strikes and pierces the center of a movable 6,8 kg target. a) What is the final velocity of 12 m.s-1 west strikes and pierces the center of a movable 6,8 kg target. bus when the momentum of an insect travelling in the opposite direction is suddenly changed as it splatters onto the force exerted by the bus on the insect? (2) b) How does the change in the momentum of the bus compare to the change in the momentum of the bus compare to the force exerted by the bus on the insect? insect? Explain your answer. (2) c) Which of the bus or the insect experiences the greater acceleration? Explain your answer. (2) 5. A 16 kg canoe moves to the left at 22,8 m.s-1. a) Find the velocity of theorem of the velocity of the right at 6 m.s-1. It is involved in an elastic head-on collision, the raft moves to the left at 22,8 m.s-1. a) Find the velocity of theorem of the velocity of the canoe after the collision, using the law of conservation of momentum. (4) b) Show that this collision is elastic. (3) 6. A loaded 10 000 kg train freight train car travelling at 4 m.s-1 in the opposite direction. On collision, the two cars couple (lock together). a) What is the velocity of the two freight train cars after the collision? (4) b) Calculate the impulse exerted on each freight train car. (4) c) If the collision. (3) 7. Identical twins Kate and Karen, each of mass 45 kg, are rowing their boat when they decide to go for a swim. Kate jumps off the front of the boat at a speed of 3 m.s-1. If the 70 kg rowboat is moving at 1 m.s-1 east when the girls jump off, what is the rowboat's velocity after the girls jump off? (5) 8. A 5 000 kg truck enters an arrester bed travelling at 30 m.s-1 south. The speed of the truck is decreased to 20 m.s-1 over 5 s. Calculate the net horizontal force acting on the truck. (4) 50 • Topic 1: Momentum and impulse Knowledge area: Mechanics (Physics) 9. A stationary 160 g hockey ball is hit with a force of 200 N. The hockey stick is in contact with the ball for 0,05 seconds. a) What impulse is provided to the ball? (3) b) What force must be applied to the ball to stop it in 0,06 seconds? (4) 10. Explain, using the impulse-momentum theorem, why the railings on the stairway in a nursing home are padded. (3) 11. A dish falls and strikes the floor. Will the impulse provided
to the dish be greater on a wooden floor or on a carpet? Explain your answer. (3) [63] Definitions change in momentum (pi) of an object immediately before the collision from its final momentum (pi) of an object immediately before the collision in which kinetic energy is conserved external force a force that does not originagte from an object within the system inelastic collision in which kinetic energy is not conserved internal force a force which arises from objects within the system impulse a change in momentum. The product of net force and the interaction time, F netAt isolated system a system with a constant mass and no external force acting on it momentum (p) is a Newton's third law when object A exerts a force on object B, object B simultaneously exerts an oppositely directed vector quantity the product of the mass (m) and velocity (v) of the object: p = mv. Newton's second law (stated in terms of momentum) The net force acting on an object is equal to its rate of change of momentum: $\Delta p \Delta t$ Fnet = force of equal magnitude on object A system a group of two or more objects that interact the law of conserved in both elastic collisions in an isolated system • Topic 1: Momentum and impulse 51 Summary 52 • Topic 1: Momentum and impulse Topic 2 Vertical projectile motion in one dimension (1D) What you will learn about in this topic • Vertical projectile motion represented in graphs Let's talk about this topic 1D What you will learn about the air. While this ball is in motion, the motion is described by quantities such as velocity, acceleration, time and displacement. In Grade 10 you studied horizontal motion. In this topic you will study the motion of objects moving vertically upward and downward. You will calculate and graph some quantities of this kind of motion. Topic 2: Vertical projectile motion in one dimension • 53 What you know already In Grade 10, in the topic 'Instantaneous speed and velocity and the equations of motion' you studied the following equations of i f $\Delta t 2$ () Where: vi = initial velocity (m.s-1) vf = final velocity (m.s-1) Δx = displacement (m) Δt = time (s) a = acceleration (m.s-2) In this topic you will apply the same sets of equations to objects moving in a vertical direction. k Chec If myse 1. A car accelerates uniformly at 3 m.s-2 for 5 s, from moving at 4 m.s-1 East. a) What distance will the car travel in 5 s? b) Calculate the velocity after 5 s. 2. An aircraft, flying at an unknown initial velocity in an easterly direction, accelerates uniformly at 5 m.s-2. It reaches a velocity of 200 m.s-1 east after accelerating over a distance of 300 m. Calculate the initial velocity of the aircraft. 54 • Topic 2: Vertical projectile motion in one dimension Knowledge area: Mechanics (Physics) Vertical projectile motion represented in words and equations Introduction to vertically, its motion can vary depending on whether it is experiencing air friction or not. Free fall describes the motion of a body in which the only in which t force acting on it is gravity. Any object that is falling freely to the Earth's surface in the absence of friction is experiencing an acceleration of 9,8 m.s-2 downward. This is the acceleration of 9,8 m.s-2 downward. This is the acceleration of 9,8 m.s-2 downward. spheres of different masses from the top (Figure 2.1). Both masses reached the ground at the same time, leading Galileo to conclude that they both had the same acceleration. Fig 2.1: Galileo to conclude that they both had the same acceleration. direction needs to be taken into consideration when doing calculations involving these quantities. When doing a vertical motion calculation, we will choose the upward direction to be positive values and the vector quantities in the negative direction will be allocated negative, as long as you are consistent with this throughout a problem. Acceleration due to gravity on the Earth is always 9,8 m.s-2 downward if air resistance is negligible, regardless of whether the object is moving upward or downward. Also, when an object is thrown vertically upward, its velocity at its highest point is zero, as it comes to rest momentarily before changing direction and falling back down to the Earth. The time taken to reach the object's highest point is the same as the time that it takes to fall from it highest point back down to where it started. This is known as time symmetry. What goes up must come down When air resistance is negligible, an object that it takes to fall from that height to its initial level. In other words, the time up = the time down. This is because the acceleration due to gravity is consistent throughout the motion of the object: 9,8 m.s-2 downward. The speed at one point on the way up is the same as the speed at that same point on the way up is the same as the speed at one point on the way up is the same as the speed at that same point on the way up is the same as the s. Fig 2.2: The speed at one point on the way up is the same as the speed at that same point on the way down. Topic 2: Vertical projectile motion in one dimension • 55 Air Resistance is proportional to the velocity of the object. In other words, the faster an object is moving, the greater the air resistance is also affected by the area of a skydiver. This increases the surface area of a skydiver. This increases the surface area of a skydiver. air. Terminal velocity is the constant velocity is zero. Table 1A shows the motion of a skydiver from the moments she jumps out of the helicopter until the moment that she opens her parachute. Table 1A Position of skydiver Explanation Free body diagram When the skydiver initially jumps out of the helicopter, the only force of gravity. As a result, she is experiencing free fall and her acceleration is 9,8 m.s-2 downward. As her velocity increases, so does the force of air resistance. However the force of gravity downward is still greater than the air resistance, so she continues acceleration, but her acceleration decreases. Eventually a point is reached where the air resistance equals the force of gravity. At this point the acceleration decreases. Eventually a point is reached where the air resistance equals the force of gravity. At this point the acceleration is zero and the skydiver will fall at a maximum constant velocity known as the terminal velocity. When she opens the parachute, the air resistance increases drastically. The air resistance is now greater than the force of gravity. She therefore decelerates and the velocity decreases. 56 • Topic 2: Vertical projectile motion in one dimension Knowledge area: Mechanics (Physics) Checkpoint 1 1. What is freefall? 2. Draw a free body diagram for an object in freefall. 3. What is the acceleration due to gravity on or near the Earth's surface? 4. What is terminal velocity? 5. Draw a free body diagram for an object travelling at terminal velocity. Science around us Can you survive if you jump from such heights and lived to tell the tale. While most of it comes down to luck, there are things that you can do to improve your chances: • Maximize your surface area by spreading yourself out (Figure 2.3). • Find the best landing spot. The best possible surfaces on which to fall are snow, deep water (preferably water that is fast moving or frothy), soft ground, and trees or thick vegetation (although these present a high risk of impalement). Search for steep slopes that gradually grow gentler, since you will not lose all of your momentum at once when you hit the ground, greatly reducing the impact on your chances of surviving a parachute jump if your parachute fails to open. is more important to surviving a fall (or simpler to do) than bending your knees. Research has shown that having one's knees bent at impact can reduce the magnitude of impact forces 36-fold. • Relax. Relaxing during a long fall - especially as you near the ground-is easier said than done, but try anyway. If your muscles are tense, your body will transfer force more directly to your vital organs. • Land feet-first. No matter what height you fall from, you should always try to land on your feet. While landing feet-first. No matter what height you fall from, you should always try to land on the impact. • Land on the balls of your feet. Point your toes slightly downward before impact so that you will allow your lower body to more effectively absorb the impact greatly by moving your body's force across the ground instead of
straight into it. • Protect your head on the bounce. When you fall from a great height onto land, you will usually bounce. Some people who survive the initial impact (often with a feet-first landing) suffer a fatal injury on their second impact. Cover your head on the bounce. Some people who survive the initial impact (often with a feet-first landing) suffer a fatal injury on their second impact. high jumpers The Maasai people of Kenya perform a traditional dance called adumu. Young warriors form a circle and then one or two enter the ground, as shown in Figure 2.4. Fig 2.4 Maasai people of Kenya performing the adumu dance Using equations of motion to solve vertical projectile motion questions Use these equations to calculate unknown information about the motion of an object, if acceleration is constant: In symbols: $vf = vi + a\Delta t vf^2 = vi^2 + 2a\Delta x \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ if $\Delta t \Delta x = vi\Delta t + 12 a\Delta t^2 v + v$ 2 () Where: vi = initial velocity (m.s⁻¹) vf = final velocity (m.s-1) Δx = displacement (m) Δt = time (s) a = acceleration (m.s-2) Write a list of known values and then determine which equation needs to be used in order to find out the unknown value. In working with vertical projectile motion questions, you should be consistent about which direction as positive and the upward direction as negative. Therefore all vector values, such as velocity and displacement in the downward direction will be allocated a negative value. You should do this so that the vector nature of the velocities, displacements and acceleration is taken into consideration. An object in freefall accelerates at 9,8 m.s-2 downward both while it is moving upward and while it is moving upward or downward. Therefore, in freefall, acceleration will always have a value of +9,8 m.s-2, whether the object is moving upward or downward direction is taken as positive. 58 • Topic 2: Vertical projectile motion in one dimension negative positive Figure 2.5 Knowledge area: Mechanics (Physics) Worked examples: 1. A ball is dropped from a building which is 50 m high as shown in Figure 2.6. Calculate the ball's velocity just before it hits the ground. Ignore the effects of air resistance. Solution: $vf 2 = vi2 + 2a\Delta x v = 0$ m.s-1 i a = +9,8 m.s-2 vf 2 = (0)2+ (2)(9,8)(50) $\Delta x = 50$ m vf = 31,30 m.s-1 downward vf 2 = 980 v =? f Figure 2.6 2. A ball is projected vertically upward at 20 m.s-1 as shown in Figure 2.7. Calculate the maximum height that the ball will reach. Ignore the effects of air resistance. Solution: At maximum height that the ball will be at rest. Therefore vf = 0. vi = -20 m.s-1 vf 2 = vi 2 + 10 m.s-1 as shown in Figure 2.7. Calculate the maximum height that the ball will reach. $2a\Delta x vf = 0$ m.s-1 (0)2 = (-20)2 + (2)(9,8)(\Delta x) a = +9,8 m.s-2 - 400 = 19,6 Δx $\Delta x = -20,41$ m upward \therefore height = 20,41 m upward \therefore velocity with which the stone hits the water. Solution: Figure 2.8 a) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 $\Delta t = 5 \text{ s } \Delta x = ? \text{ b}$) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 5 \text{ s } \Delta x = ? \text{ b}) v i = 0 m.s-1 a = +9,8 m.s-2 \Delta t = 12,5 m.s-1 a = +9,8 m.s-2 \Delta t = 12,5 m.s-1 a = +9,8 m.s-2 \Delta t = 12,5 m.s-1 a = +9,8 m.s-2 \Delta t = 12,5 m.s-1 a = +9,8 m.s-2 \Delta t = 12,5 m.s-1 a = +9,8 m.s-2 \Delta t = 12,5 m.s-1 a = +9,8 m.s-2 \Delta t Vertical projectile motion in one dimension • 59 Checkpoint 2 1. A stone is dropped from the top of a building and hits the ground travelling at 45 m.s-1. Ignore the effects of air resistance. Calculate the height of the building. 2. A ball is thrown upward at an unknown initial velocity. It takes 3,2 s to reach its highest point. Ignore the effects of air resistance. Calculate the initial velocity of the ball. Exercise 2.1 Ignore the effects of air resistance. 1. A bomb falls out of an aircraft. To break the sound barrier of 340 m.s-1: a) how far does it need to fall? b) how long will this take? 2. A stone is thrown vertically upward from ground level with a velocity of 25 m.s-1. Calculate: a) the maximum height reached. b) the time taken to reach its maximum height. 3. A stone is dropped from a bridge and is seen to splash into the water 3 s later. Calculate: a) the height of the bridge. b) the velocity with which the stone strikes the water. 4. A brick falls off a scaffold at a height of 80 m above the ground. Calculate: a) the magnitude of its velocity after falling for 2 s. b) the magnitude of its velocity when it hits the ground. c) the time taken to fall to the ground. 5. A stone, dropped from the top of a lighthouse, strikes the rocks below at a speed of 50 m.s-1. Calculate the height of the stone as it left the thrower's hand? b) Calculate the time taken for the stone to reach its maximum height. 7. A ball is thrown vertically upward and returns to the thrower's hand. b) the height reached by the ball. c) the velocity with which the ball returned to the thrower's hand. 60 • Topic 2: Vertical projectile motion in one dimension Knowledge area: Mechanics (Physics) More vertical projectile motion problems in which motion of an object changes direction. Worked examples: 1. An object is projected vertically upward from ground level as shown in Figure 2.9. An observer at a height of 135 m notes that exactly 3 s pass between the object was projected. Solution: In calculating the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity of the object at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity of the object at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b) the velocity at a height of 135 m. b)
the velocity at a height of 135 m. b) the velocity at of 135 m, we need to either work in segment A to B, in which case we would be looking for vf, or we need to work in segment B to C, in which case we would be calculating vi. We do not have enough known values to work in segment B to C, in which case we would be calculating vi. We do not have enough known values to work in segment B to C, in which case we would be calculating vi. We do not have enough known values to work in segment B to C. a) Work from B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. a) Work from B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating vi. We do not have enough known values to work in segment B to C. by a case we would be calculating viet and the case we would be calculating viet and the case we would be calculating viet and the case we would be calculating from A to B: $v = v + a\Delta t$ if (0) = v + (9,8)(3) i v = -29,4 m.s-1 i v = 29,4 m.s L_{2} = 3510,30 -1 v1 = -59,25 ms⁻¹ v1 = 59,25 ms⁻¹ upward 2. A boy standing on a tower 60 m night throws a stone vertically downward as shown in Figure 2.10. The stone leaves his hand at 5 m.s⁻¹. Ignore the effects of air resistance. Calculate now long it will take the stone to reach the ground. Figure 2.10 Topic 2: vertical projectile motion in one dimension • 61 Solution: When an object is thrown downward, its initial velocity is not 0. Its initial velocity will be the initial velocity will be the initial velocity that it left the person's hand with. v = 5 m.s-1 i a = 9,8 m.s-2 vf $2 = vi2 + 2a\Delta x \Delta x = 60$ m vf $2 = 1201 \Delta t = ?v = 34,66$ m.s-1 downward f vf $2 = (5)2 + 2(9,8)(60) v = v + a\Delta t$ f i $(34,66) = (5) + (9,8)\Delta t \Delta t = 3,03$ s 3. A boy fires a pellet gun upwards from the top of a cliff. The pellet leaves the ground at 30 m.s-1, as shown in Figure 2.11. Ignore the effects of air resistance. Calculate: a) the height 'h' that the pellet was shot from. b) the time that it takes for the pellet upwards from the top of a cliff. the course of its motion. We need to take this change in direction as negative and the downward $vf2 = vi2 + 2a\Delta x$ (30)2 = (-20)2 + 2(9,8) $\Delta x \Delta x = 25,51$ m downward Figure 2.11 $\Delta t = 5,10$ s 4. A person throws a ball upward from the ord of a 15 m high building as shown in Figure 2.12. The ball hits the ground. b) the time it takes to reach the ground. 62 • Topic 2: Vertical projectile motion in one dimension Figure 2.12 Knowledge area: Mechanics (Physics) Solution: a) $v_i = -12 \text{ m.s}-1 \text{ tr} 2 = v_i^2 + 2a\Delta x a = 9,8 \text{ m.s}-2 \text{ vr} 2 = (-12)^2 + 2(9,8)(15) \Delta x = 15 \text{ m} \text{ vr} = 20,93 \text{ m.s}-1 \text{ downward } v_f = 20,93 \text{ m.s}-2 \text{ vr} 2 = (-12)^2 + 2(9,8)(15) \Delta x = 15 \text{ m} \text{ vr} = 20,93 \text{ m.s}-2 \text{ vr} 2 = (-12)^2 + 2(9,8)(15) \Delta x = 15 \text{ m} \text{ vr} = 20,93 \text{ m.s}-2 \text{ vr} 2 = (-12)^2 + 2(9,8)(15) \Delta x = 15 \text{ m} \text{ vr} = 20,93 \text{ m.s}-2 \text{ vr} 2 = (-12)^2 + 2(9,8)(15) \Delta x = 15 \text{ m} \text{ vr} = 20,93 \text{ m.s}-2 \text{ vr} = 20,93$ = 3,36 s v = 20,93 m.s-1 f Δt = ? Checkpoint 3 1. A ball is thrown upward from the top of a 30 m high building. The ball takes 2,4 s to reach its highest point. Ignore the effects of air resistance. Calculate: a) the velocity with which the ball left the thrower's hand. b) the total time taken for the ball to reach the ground. Exercise 2.2 Ignore the effects of air resistance. air resistance. 1. A body is projected vertically upward from the roof of a building at 40 m.s-1. It reaches the ground with a speed of 60 m.s-1. Calculate: a) the height of the building. b) the total time of flight. 2. A girl stands on a bridge 11,25 m above a boy on the ground. The boy throws an orange vertically upward at 10 m.s-1 and at the same instant the girl drops an apple. Calculate: a) the maximum height obtained by the orange and state whether or not it reaches the girl. b) the vertical distance between the orange and the apple 1 s after they were in motion. 3. A stone is dropped from the top of a mountain. Assuming no air resistance, how far will it fall and for how long in order to reach a velocity of 250 m.s-1? 4. A ball is thrown upward at 20 m.s-1 off the top of a building that is 12 m high. a) What is the height of the ball to reach its highest point? c) What is the total time taken for the ball to reach the ground after leaving the person's hand? Topic 2: Vertical projectile motion in one dimension • 63 5. When a girl throws a ball straight upward, she finds it takes 3 s for the ball to reach its highest point. Calculate: a) the velocity with which the ball reached above her hand. b) the height that the ball reached above her hand. b) the height that the ball to reach its highest point. m high, calculate: a) the velocity of the stone as it reaches the ground. b) the time taken for the ball to reach the ground. 7. A stone is thrower's hand and leaves the thrower's hand at 8 m.s-1. a) What is the acceleration of the stone while in the thrower's hand and leaves the thrower's hand at 8 m.s-1. b) the time taken for the ball to reach the ground. 7. A stone is thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the ball to reach the ground. 7. A stone is thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the stone while in the thrower's hand at 8 m.s-1. b) the time taken for the thrower's hand at 8 m.s-1. b) the time taken for the thrower's hand at 8 m.s-1. b) the time taken for the thrower's hand at 8 m.s-1. b) the time taken for tin the time taken for the time t hand? b) What is the acceleration of the stone after it leaves the thrower's hand? c) After leaving his hand, how long will it take the stone to reach the ground. Its engine accelerates the rocket for 10 s from launch until it reaches a velocity of 250 m.s-1. After 10 s it turns its engine off. a) What is the acceleration of the rocket during the first 10 s? b) What is the acceleration after 10 s? c) Calculate the maximum height reached by the rocket. Hot air balloon problems are regarded as being more challenging problems because the object inside the balloon is thrown upward or downward from a hot air balloon that is already moving. As a result, the
initial velocity of the object will be the velocity of the balloon is moving upward with a velocity of 5 m.s-1 as shown in Figure 2.13. A person inside the balloon then throws a ball upward with a velocity of 7 m.s-1 relative to the ball do reach its highest point. b) the height of the ball above the ground at this point. 64 • Topic 2: Vertical projectile motion in one dimension Figure 2.13 Knowledge area: Mechanics (Physics) Solution: a) $v_i = -12m.s-1$ $v_f = v_i + a\Delta t = 9,8 m.s$ (0) = $(-12) + (9,8)\Delta t$ $v_f = 0 m.s-1$ $\Delta x = -7,35 m \Delta t = 1,22 s \Delta x = 1,22 s \Delta x = 1,23$ 2. A hot air balloon is moving upward with a velocity of 7 m.s-1. Refer to Figure 2.14. A person inside the balloon drops a ball. Ignore the effects of air resistance. If the ball is 50 m above the ground at this point. Solution: a) v i = -7 m.s - 1 a = 9.8 m.s - 2 - 1 vf = 0 m.s (0) $= (-7) + (9.8)\Delta t \Delta t = 0.71 \text{ s} \Delta t = 2.50 \text{ m} \text{ J} = -7 \text{ m.s} - 1 \Delta x = 2.50 \text{ m} \text{$ 3. A hot air balloon is moving downward with a velocity of 2 m.s-1. Refer to Figure 2.15. A girl inside the balloon throws a ball upward at 5 m.s-1 relative to the balloon. Ignore the effects of air resistance. If the ball is 35 m above the ground when thrown upward, calculate the time taken for the ball to reach the ground. Solution: -1 vf 2 = vi2 + 2a\Delta x $a = 9,8 \text{ m.s} - 2 \text{ vf } 2 = (-3)2 + 2(9,8)(35) \Delta x = 35 \text{ m}$ vf = 26,36 m.s downward $\Delta t = ?$ v = v + a Δt f i (26,36) = (-3) + (9,8)\Delta t vi = -3 m.s -1. A person inside the balloon then throws a stone upward at 2 m.s-1. Ignore the effects of air resistance. a) Calculate the time taken for the stone to reach its highest point. b) If the stone hits the ground with a speed of 25 m.s-1, calculate how high the balloon was above the ground when the stone was thrown. Exercise 2.3 Ignore the effects of air resistance. 1. A projectile is fired vertically upward from a motionless balloon in the air. The projectile leaves the balloon at a velocity of 200 m.s-1 and strikes the ground at 300 m.s-1. Calculate: a) the height of the balloon, which is rising at a constant velocity of 5 m.s-1. The metal sphere strikes the ground after 5 seconds. Calculate: a) the velocity with which the sphere strikes the ground. b) how far above the ground the balloon was when the sphere was released. 3. A hot air balloon is 87 m above the ground, a bottle is thrown upward from inside the balloon at 3 m.s-1. a) What is the maximum height reached by the bottle? b) Calculate the time taken for the bottle to reach the ground. 66 • Topic 2: Vertical projectile motion in one dimension Knowledge area: Mechanics (Physics) 4. A hot air balloon is ascending with a constant velocity of 5 m.s-1 when somebody in the balloon throws a bottle upward with a velocity of 2 m.s-1. If the balloon is 55 m.s-1 when somebody in the balloon throws a bottle upward with a velocity of 2 m.s-1. above the ground when this happens, calculate the time taken for the bottle to reach the ground. 5. A hot air balloon is descending with a velocity of 5 m.s-1. The apple strikes the ground after 2,5 s. Calculate: a) the velocity with which the apple strikes the ground. b) how far above the ground when this happens, calculate: a) the maximum height that the ball will reach above the ground. b) the time taken for the ball to reach the ground. 7. While a hot air balloon is descending at a constant velocity of 7 m.s-1, somebody drops a stone from the balloon. The stone strikes the ground after 4 s. Calculate: a) the velocity with which the stone strikes the ground. b) how far above the ground the balloon was when the stone was released. Recommended experiment for informal assessment Aim: To investigate the motion of a falling body You will need: • ticker timer • clamp • __12 kg mass piece • Prestik • ticker tape Method: Before starting the experiment, determine the frequency of the ticker timer. There should be information on the ticker timer itself or on the packaging that tells you this. This will help you to determine what the period is by using the equation: period - the time interval between consecutive dots. T = ____1 f Fig 2.16: Diagram of experimental setup Topic 2: Vertical projectile motion in one dimension • 67 Once you have determined the period of the ticker timer, calculate the time between 5 consecutive dots. 1. Clamp the ticker timer in a vertical position as high as possible facing downward, such as on top of a door. 2. Cut off a length of ticker tape through the timer. 4. Attach the 12 kg mass piece to the lower end of the tape using Prestik. 5. To reduce friction between the tape and the ticker
timer, a learner can stand on a table and hold the tape up to allow it to run smoothly through the ticker timer and remove the tape. Results: Once the ticker timer has been switched off, detach the ticker tape from the trolley and ticker tape at which to start measuring and draw a line through the dot, as shown in Figure 2.17a. Then draw a line through every 5th dot thereafter, numbering the segments until you have about 8-10 segments. Fig 2.17a: Diagram showing how to make markings on ticker tape Copy and complete the table below, for as many segments as you have. Segment t (s) x (m) Δt (s) $\Delta x(m) 1 2 3 4 5 6 7 8 68 \bullet$ Topic 2: Vertical projectile motion in one dimension vavg (m.s-1) Knowledge area: Mechanics (Physics) Analysing and using the ticker tape up through the line on a sheet of paper. Make a 'bar chart' by sticking the tapes vertically side by side, so that their bottoms just touch the horizontal line, as shown in Figure 2.17b. The first and shortest tape should be at the left hand end of the line. 3. The horizontal line axis, starting at zero seconds. Each time interval on the x-axis will equal whatever the period was that you calculated your ticker timer to have. 4. Draw a vertical line through the zero mark on the x-axis. The vertical axis is the velocity axis, Fig 2.17b: Velocity-time graph using ticker tape Questions: 1. Calculate the average velocity for each segment of each segment and using the equation $v = \Delta x$. Insert the velocity values on the Δt y-axis. Mark the values on the y-axis in cm.s-1. 2. Draw a smooth, best fit line through the top point on each segment. Describe in words what the graph tells us about the motion of the graph represent? 4. Calculate your percentage error for your calculations in which you calculated the acceleration due to gravity. Give a conclusion based on the results. Self-analysis: Reflect on the practical projectile motion in one dimension • 69 Vertical projectile motion in one dimension • 69 Vertical projectile motion for inaccuracy in your results. you investigate graphs of position versus (vs) time, velocity versus (vs) time and acceleration versus (vs) time for one-dimensional projectile motion. Notes for drawing graphs of motion: • Determine what graph is required, such as A-B going up and B to C going down. Approach each of these segments individually. • Position time (t) on the x-axis and the other quantity being measured, such as displacement (Δx), velocity (v) or acceleration (a) on the y-axis. • If the graph is to be a graph drawn to scale, determine a suitable scale for each axis from the information that you have been given. If the graph is to be a sketch graph, the graph does not need to be drawn to scale and values do not need to be included on the axes, unless you are told to do so. • Using the data that you have calculated, fill in the necessary points on the graph and then join the dots, using a line of best fit, whether it be a curve or a straight line. A sketch graph does not need points to be drawn and joined. A sketch graph can be drawn freehand, but a ruler must be used for portions of the graph that are a straight line. Worked examples: 1. An object is thrown upward and then drops back down to the same position from where it was thrown, as shown in Figure 2.18. Sketch the graphs of velocity vs time, position vs time and acceleration vs time (v vs t) 70 Fig 2.18 • Topic 2: Vertical projectile motion in one dimension Knowledge area: Mechanics (Physics) position vs time (x vs t) acceleration vs time (a vs t) 2. An object is dropped to the ground and then it bounces back up to the same height. Sketch the graphs of velocity vs time, position vs time and acceleration vs time and position vs time (x vs t) acceleration vs time (a vs t) Worked example: An object is projected vertically upwards for m ground level at A at 25 m.s-1, as shown in Figure 2.19. The object travels upwards to its highest point C, passing B on the way up at a height of 22 m. Plot the following graphs for the motion, giving values on the x- and y-axes for points A, B and C: • velocity vs time • displacement vs time • displacement vs time • acceleration vs time • acceleration vs time • displacement i) To calculate the velocity at point B, let us work in the segment A to B: $vf^2 = vi^2 + 2a\Delta x$ $vf^2 = (-25)2 + 2(9,8)(-22)$ $vf^2 = 193,8$ vf = -13,92 m.s-1 vf = 13,92 m.s-1 segment A to B: $vf = vi + a\Delta t$ (-13,92) = (-25) + (9,8) $\Delta t \Delta t = 1,13$ s iii) To calculate the height at point C, let us work in the segment B to C: $vf^2 = vi^2 + 2a\Delta x$ (0)2 = (-13,92)2 + 2(9,8) $\Delta x \Delta x = -9,89$ m vi for B-C is equal to vf for A to B, which is -13,92 m.s-1. Total $\Delta x = (-9,89) + (-22) = -31,89$ m iv) To calculate the total time of the motion, calculate the time from B to C and then add that to the time from A to B: $vf = vi + a\Delta t$ (0) = (-13,92) + (9,8) $\Delta t = 1,42 + 1,13 = 2,55$ s Using this information, the 3 graphs can now be plotted: velocity vs time displacement vs time acceleration vs time ac thrown from the top of a building and then it falls to the ground, as shown in Figure 2.20. Sketch the following graphs for the motion of the ball from A to C. In each case sketch the graph that would have been obtained firstly if upward was taken as the positive direction. Take the starting point as the zero position. a) velocity vs time b) displacement vs time c) acceleration when doing calculations from a velocity vs time graph: • Area under the graph = displacement or distance • Gradient of the graph = acceleration when doing calculations from a velocity vs time graph: • Area under the graph = displacement vs time graph: • Area under the graph = displacement vs time graph: • Area under the graph = displacement vs time graph: • Area under the graph = displacement vs time graph = displacement vs time graph: • Area under the graph = displacement vs time graph = displ

Gradient of the graph = velocity Worked examples: 1. A ball is thrown upward from the top of a building at 14,7 m.s-1 and eventually falls down onto the graph of velocity vs time for the motion of the ball is given in Figure 2.21a. The graph of velocity worked examples: 1. A ball is thrown upward from the top of a building at 14,7 m.s-1 and eventually falls down onto the graph of velocity vs time for the ball is shown in the sketch in Figure 2.21a. The graph of velocity vs time for the ball is given in Figure 2.21b. Fig 2.21a 74 Fig 2.21b: Velocity vs time graph • Topic 2: Vertical projectile motion in one dimension Fig 2.20 Knowledge area: Mechanics (Physics) a) From the velocity vs time graph, calculate: i) ii) the height of the building. iii) the acceleration of the ball. the distance from the thrower's hand to the highest point. b) Draw the corresponding displacement vs time graph that would have been obtained from the above information. The graph must be to scale. Fill in corresponding values on the x and y axes. c) Calculate: i) the velocity at 1,5 s. ii) the velocity at 2 s. Solution: The graph shows that, upward is being taken as the positive direction. a) i) A - B: x = area = 12 bh = 12(1,5)(14,7) = 11,03 m ii) B - C: iii) A - C: x = area = 12 bh = 12 (3,5)(34,3) = 60,03 m \therefore height $= 60,03 - 11,03 = 49 m a = gradient \Delta y = \Delta x (-34,3 - 14,7) = 0$ (5-0) = -9.8 m.s-2 = 9.8 m.s-2 down c i) At 1,5 s, the ball is at its highest point, therefore its velocity is 0 m.s-1. Δy ii) v = gradient = $\Delta x (0-9.8) = -9.8 \text{ m.s}-2 \text{ down c}$ (4-2) - 1 = -4.9 m/s b) -1 = 4.9 m/s down Fig 2.22: Displacement vs time graph Topic 2: Vertical projectile motion is plotted on the velocity vs time graph in Figure 2.23. a) Describe the motion of the skydiver from: i) A to B ii) B to C iii) C to D b) Calculate the skydiver's displacement from A to B. c) Calculate the skydiver's acceleration from A to B. d) Calculate the skydiver's displacement from C to D. Fig 2.23: Velocity vs time graph Exercise 2.4 1. A ball is dropped to the ground and when it bounces, it does not bounce all the way to the point from which it was dropped. The path of the ball is shown in the sketch in Figure 2.24a. The graph of velocity vs time for the motion of the ball is given in Figure 2.24b. Fig 2.24a 76 Fig 2.24b. Fig the distance x on Figure 2.24a. iv) the acceleration of the ball from A to C. Include values on the x and y axis. ii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. 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Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y a the ball is shown in the sketch in Figure 2.25a. The graph of velocity vs time for the motion, calculate i) the distance travelled by the ball from A to B. ii) the distance travelled by the ball from B to C. iii) the height of the building. iv) the acceleration of the ball from A to C. Include values on the x and y axis. ii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. iii) acceleration vs time for the motion of the ball from A to C. Include values on the x and y axis. the x and y axis. 3. A ball is thrown upward and eventually falls back down to the position from which it was thrown. The path of the ball is given in Figure 2.26a. Fig 2.26b: Velocity vs time graph a) What will be the value of the acceleration of the ball from A to B? b) Without the use of equations of motion, calculate the value of t1. c) What is the value of t2? d) What is the value of t2? d) What is the value of t2? d) What is the value of t1. c) What is the value of t2? d) What is taken t2 velocity vs time is shown in Figure 2.27b. Fig 2.27a Fig 2.27b: Velocity vs time graph a) Without the use of equations of motion, calculate: i) ii) the distance from B to C. iv) the distance from B to C. iv) the distance from A to B. b) Draw the corresponding displacement vs time graph for the motion, including values on the x and y axes. 5. The graph in Figure 2.28 shows the motion from 0 - 30 seconds. Topic 2: Vertical projectile motion in one dimension • 79 b) What happens at 30 seconds that changes the shape of the graph so significantly? c) From the graph, calculate: i) ii) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iii) the acceleration of the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachutist falls from 12 - 30 seconds. iv) the distance that the parachut velocity of the parachutist so much slower from 50 - 180 s than from 12 - 30 s? Explain. 6. A ball is thrown upward at 25 m.s-1 from the roof of a building (point A). It hits the ground at point C, as shown in Figure 2.29a. The corresponding displacement vs time graph for the motion is given in Figure 2.29b. Fig 2.29a a) Use equations of motion to find i) ii) the velocity at C Fig 2.29b: Displacement vs time graph the distance from A to B (fill this value in on the graph) b) What is the value of: i) x1 on the graph? ii) x2 on the graph? 80 • Topic 2: Vertical projectile motion in one dimension Knowledge area: Mechanics (Physics) c) Sketch the velocity vs time graph for the motion, including values on the x and y axes. d) Sketch the acceleration vs time graph for the motion, including values on the x and y axes. 7. A ball is thrown upward from A to its highest point B. The path of the ball is given in Figure 2.30a. Fig 2.30b: Fig 2.30b: Position vs time graph Without the use of equations of motion, calculate the velocity of the ball at 0,8 s. Extend yourself 1. A group of hikers come to a krans (a sheer cliff). The first hiker uses a chain ladder to climb from the soft dry river bed below to the top of the 20 m krans. The hikers below ask him to send some oranges down to them before they climb the ladder. The oranges strike the soft river bed below. Assume that air resistance is negligible. • He drops the first orange (B) down to them, throwing it with a velocity of 10 m.s-1 a) Calculate the time taken for orange A to reach the river bed below. (3) w Fig 2.31 Topic 2: Vertical projectile motion in one dimension • 81 b) Calculate the magnitude of the impact velocity of each of the orange B (3) iii) Orange C (3) c) Draw velocity vs time graphs (on the same set of axes) for the flight of each of the three oranges. Label them graph A, B and C to correspond with each of the oranges similar? (1) e) In which way do the flights of the three oranges differ? (1) One of the hikers is curious about how the depth of the crater formed by a falling orange varies with the impact velocity of the orange. She asks you to design an experiment to answer his question. (2) g) Design an experiment to test your hypothesis. (5) 2. John designed and constructed a model rocket. He placed it on top of a high platform to allow his friends to get the best possible view. He recorded the launch on a video tape. Using the video tape, John was able to plot the velocity vs time graph of the motion of the rocket. (4) Fig 2.32 b) After 3 seconds; i) ii) draw and label a free-body diagram of the forces acting on the rocket is now in free-fall. i) What is the gradient of the graph between t = 3 s and t = 7 s? ii) Determine the time at t.(6) 82 c) Sketch a displacement vs time graph for the motion of a ball. They set up an experiment to do this. A ball of mass 250 g is dropped from a fixed height of 2 m. Neil times the time taken from the moment the ball leaves Susan's hand until it touches the floor. He uses a stopwatch. They record the height of 2 m. Neil times the time taken from the moment the ball bouncing back to maximum height in front of a 2 m. ruler. They repeat these measurements three times and record the following results. The times taken to reach the floor are 0,61 s, 0,65 s and 0,64 s respectively. a) Draw up a table of the results of this experiment and calculate the average values of time taken and maximum height reached. Include these average values in the table. Make sure that your columns have appropriate headings and SI units. (4) b) What is the magnitude of the acceleration of the ball while it falls to the floor? Ignore the effects of air resistance.(1) Fig 2.33 c) Use the values from the table to calculate the magnitude of the ball's velocity when it reaches the floor. (3) d) Use results from the table to calculate the magnitude of the ball's velocity when it leaves the floor. (3) [54] Definitions free fall in going on it is gravity terminal velocity when it reaches the floor. further acceleration Topic 2: Vertical projectile motion in one dimension • 83 Summary • An object is in freefall when the only force acting on it is the force of gravity. • Air resistance causes the acceleration is zero and the object has reached terminal velocity. is a constant velocity and acceleration is zero. • These equations can be used to solve for unknown values regarding linear motion with constant acceleration: In symbols: $vf = vi + a\Delta t vf^2 = vi^2 + 2a\Delta x + 12a\Delta t^2 \Delta x = vi\Delta t + 12a\Delta t^2 \Delta x = vi\Delta$ 2 () Where: vi = initial velocity (m.s⁻¹) vf = final velocity (m.s⁻¹) Δx = distance/displacement (m) Δt = time (s) a = acceleration (m.s-2) • When doing calculations from a velocity vs time graph: - Area under the graph = acceleration to the graph = velocity • Topic 2: Vertical projectile motion in one dimension Topic 3 Organic chemistry What you will learn about in this topic • Organic compounds • Plastics and polymers Let's talk about this topic The photo shows an oil drill. Oil is a vital resource in the world today. From it we are able to produce fuels such as petrol, as well as other products such as road tar and plastics. The world for another 35 to 40 years, if we continue consuming it at the current rate that we are. That is why there is so much interest in alternative energy resources. Oil is an example of an organic compound. You will learn more about organic compounds in this topic. Topic 3: Organic molecular structures What you know already In Grade 11, in the topic 'Exploiting the lithosphere', you learnt about the use of coal and oil as fossil fuels. When these fossil fuels burn, a chemical reaction occurs that produces greenhouse gases that result in pollution and global warming. The combustion of fuels is just one type of reaction that we will investigate in this topic. k Chec If myse 1. What gases are formed when coal and oil are burned? 2. Are coal and oil renewable or non-renewable resources? Explain. Introduction to organic molecular structures Organic chemistry can be considered to be the chemistry of carbon, hydrogen is present in most organic compounds. Together with carbon, hydrogen is present in most organic compounds. Carbon is the basic building block of organic compounds. Carbon recycles through the Earth's atmosphere, water, soil and living organisms, including human beings through the carbon cycle. Carbon is present in our bodies in the form of proteins, carbohydrates and fatty acids, whilst carbon is also present in other organic substances such as petrol and plastic. Fig 3.1: Carbon is present in all these items. There are millions of different organic materials and substances on Earth. The reason for this is because of carbon's unique bonding capabilities. Carbon has the unique characteristic among all elements to form long chains of its own atoms, a property called catenation. It is able to form very long chains of carbon atoms, as well as branches and rings, as shown in Figure 3.2: a) A straight-chain hydrocarbon b) A branched-chain hydrocarbon ring Knowledge area: Matter and materials (Chemistry) Carbon can also form double and triple bonds between carbon atoms, as shown in Figure 3.3: Some factors which make carbon - carbon bonds unique include: • The fact that the covalent bond b) A hydrocarbon compound containing a triple bond Fig 3.3: Carbon atoms can form double and triple bonds. • Carbon compounds are not extremely reactive under ordinary conditions. • The ability of carbon to make bonds with itself - a process known as catenation. • The ability of carbon to make multiple bonds with itself. Organic compounds can be represented in different ways. You need to know the following methods of representation: • Molecular formula, e.g. C4H10 This is the simplest method of representation as to where the atoms are found in relation to one another. • Structural formula, e.g. This method shows us exactly where each atom within the molecule individually and shows how many hydrogen atoms are connected to each carbon atoms in the molecule individually and shows how many hydrogen atoms are connected to each carbon atoms in the molecule is found. Checkpoint 1 Write down whether the following examples are showing the molecular formula, the condensed structural formula or the structural formula properties. It is necessary to classify the millions of organic compounds that exist in some way. We do this by identifying the functional group of a compound is an atom or a group of atoms that form the centre of chemical activity in the molecule. A homologous series is a series of similar compounds which have the same functional group and whose consecutive members differ by - CH2 in their molecular formula. All compound assists us in identifying to which homologous series an organic molecule belongs. Science around us Rock paintings Charcoal, which consists mostly of carbon, was used by the San people to mix black paintings, as shown in Figure 3.4. - - C - C - - - Alkanes Fig 3.4: Rock paintings made using charcoal. The alkanes are a homologous series of hydrocarbons where the molecules are characterised by single bonds between their carbon atoms. Alkanes are said to be saturated compounds. A saturated organic compound is one that only contains single bonds attached to carbon atoms within the molecule are - - connected by single bonds. Alkanes have the general formula CnH2n + 2. The general formula can be used to determine how many hydrogen atoms an alkane molecule will contain, if the number of carbon atoms, then n=3. If n = 3, then the number of hydrogen atoms within the molecule will be 2(3) + 2 = 8. Therefore the molecular formula of the compound will be C3H8. The name of the alkane is determined by the number of carbon atoms in the molecule. The number of carbon atoms in the molecule. main carbon chain and prefix: 1- meth 5- pent 2- eth 6- hex 3- prop 7- hept 4- but 8- oct 88 • Topic 3: Organic chemistry Knowledge area: Matter and materials (Chemistry) Table 3A shows some alkanes. Table 3A condensed Structural Formula Molecular Formula Formula The structural formula of alkanes do not necessarily have to be drawn in a straight line. For example, octane b) hexane. 2. Draw the structural formula for: a) butane Fig 3.5: Octane b) hexane. 2. Use the general formula for alkanes to determine the molecular formula for: a) pentane b) octane. Branched alkanes. To name the branched alkanes. To name the branched alkanes we will need to indicate in the name the number of carbon atoms in each branch. Table 3B indicates the name of a branch, determined by how many carbon atoms the branch contains. These are known as alkyl groups, hence the name of the branch will always end in -yl. Topic 3: Organic chemistry • 89

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