

# Kinematics Review (Chp 1)

#1 Uniform motion is constant and follows a predicted pattern. An example for this would be placing a car in cruise control.

Nonuniform motion changes its speed. An example of this would be something that accelerates to a constant speed before slowing down to a stop.

#2

$$\Delta \vec{d} = \vec{v}_{av} \Delta t$$

$$\Delta \vec{d} = (3.00 \times 10^8 \text{ m/s})(2.51 \text{ s})$$

$$\Delta \vec{d} = 7.53 \times 10^8 \text{ m} \div 2$$

$$\Delta \vec{d} = 3.77 \times 10^8 \text{ m [from the Earth to the Moon]}$$

The distance betw the Earth and Moon is  $3.77 \times 10^8$  meters.

#3

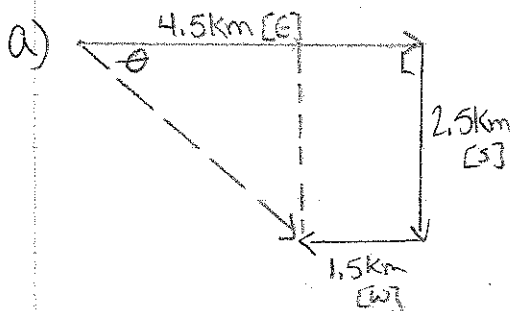
$$\Delta t = \frac{\Delta \vec{d}}{\vec{v}_{av}}$$

$$\Delta t = \frac{12500 \text{ m}}{112 \text{ m/s}}$$

$$\Delta t = 112 \text{ s}$$

It took the driver 112 seconds (or 1.87 minutes) to complete one lap of the race.

#4 Let 1 Km = 1 cm



b)

$$\vec{v}_{av} = \frac{\Delta \vec{d}}{\Delta t}$$

$$\vec{v}_{av} = \frac{8.5 \text{ km}}{2.0 \text{ h}}$$

The average speed is  $4.3 \text{ km/hr}$ .

$$\vec{v}_{av} = 4.3 \text{ km/hr}$$

c)

$$c^2 = a^2 + b^2$$

$$c^2 = (3.0 \text{ km})^2 + (2.5 \text{ km})^2$$

$$c = 3.9 \text{ km}$$

$$\vec{v}_{av} = \frac{\Delta \vec{d}}{\Delta t}$$

$$\vec{v}_{av} = 3.9 \text{ km} / 2.0 \text{ h}$$

$$\vec{v}_{av} = 2.0 \text{ km/hr}$$



$$\tan \theta = \frac{O}{A}$$

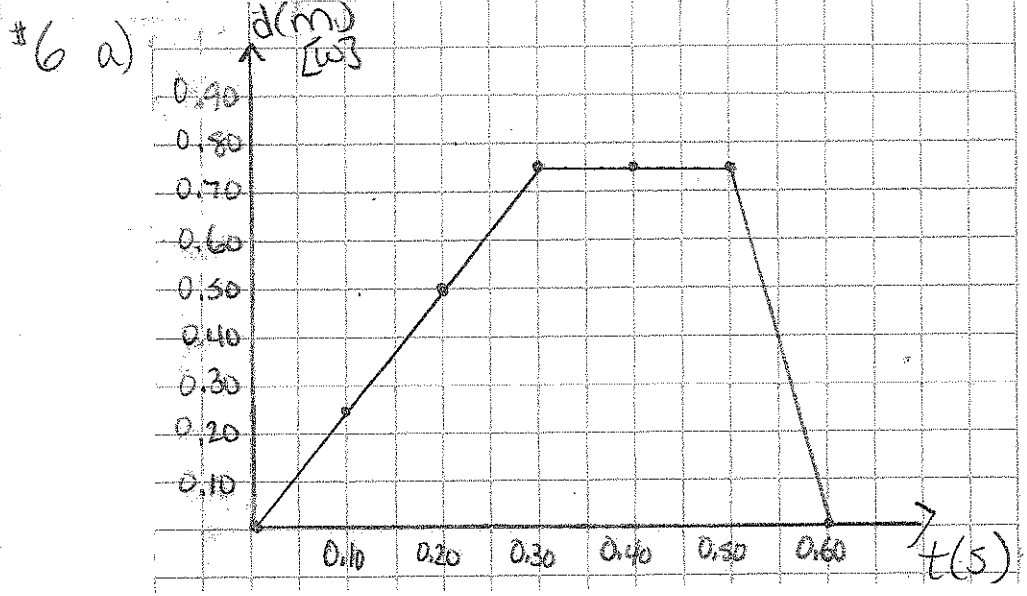
$$\theta = \tan^{-1} \left( \frac{2.5 \text{ km}}{3.0 \text{ km}} \right)$$

$$\theta = 40^\circ \text{ [S of E]}$$

$$\vec{V}_{av} = 2.0 \text{ km/hr}, 40^\circ \text{ [S of E]}$$

The boat's average velocity is 2.0 km, 40° south of east.

- #5 a) Slope of position-time is velocity.  
 b) Area of velocity-time is distance.  
 c) Area of acceleration-time is velocity.



b) 0.10s

$$V = \frac{d}{t}$$

$$V = \frac{0.25 \text{ m}}{0.10 \text{ s}}$$

$$V = 2.5 \text{ m/s [E]}$$

0.40s

$$V = \frac{d}{t}$$

$$V = \frac{0 \text{ m}}{0.40 \text{ s}}$$

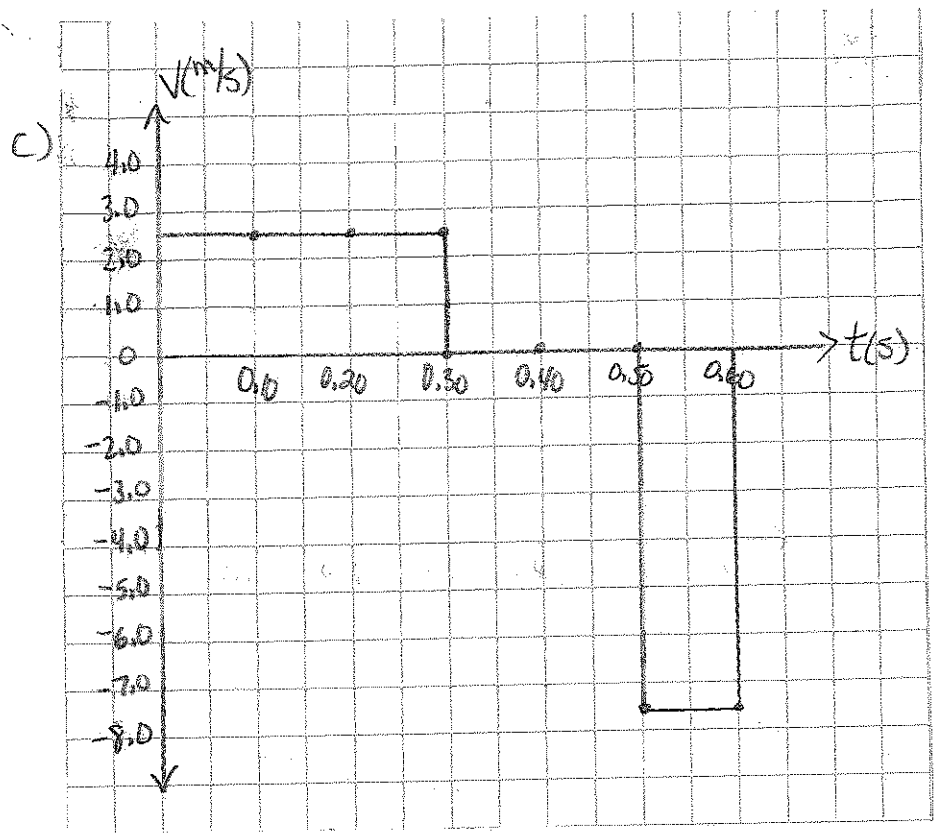
$$V = 0 \text{ m/s}$$

0.55s

$$V = \frac{d}{t}$$

$$V = \frac{0.0 - 0.75 \text{ m}}{0.60 - 0.50 \text{ s}}$$

$$V = 7.5 \text{ m/s [S]}$$

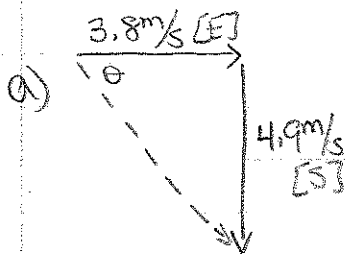


d)

|                       |                        |
|-----------------------|------------------------|
| $A = LW$              | $A = LW$               |
| $A = (0.30s)(2.5m/s)$ | $A = (0.10s)(-7.5m/s)$ |
| $A = 0.75m$           | $A = -0.75m$           |

The overall displacement is found to be zero which was indicated from the distance-time graph in a).

17 Let:  $V_{ws}$  = velocity of water relative to the shore  
 $V_{bw}$  = velocity of boat relative to the water  
 $V_{bs}$  = velocity of boat relative to the shore



$$c^2 = a^2 + b^2$$

$$c^2 = (4.9m/s)^2 + (3.8m/s)^2$$

$$c = 6.2m/s$$

$$\tan \theta = \frac{a}{b}$$

$$\theta = \tan^{-1} \left( \frac{4.9m/s}{3.8m/s} \right)$$

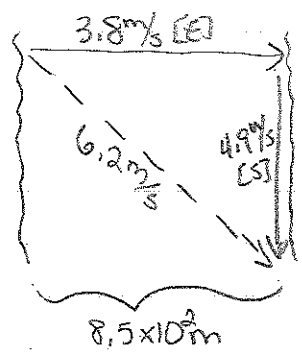
$$\theta = 52^\circ \text{ [S of E]}$$

$$\vec{V}_{BS} = \vec{V}_{ws} + \vec{V}_{bw}$$

$$\vec{V}_{BS} = 3.8m/s [E] + 4.9m/s [S]$$

$$\vec{V}_{BS} = 6.2m/s, 52^\circ \text{ [S of E]}$$

#7 (b)



Regardless of how much the stream is pushing the boat down, it is still covering 3.8 meters each second heading east.

$$\Delta t = \frac{\Delta d}{v_{ws}} \quad \Delta t = \frac{8.5 \times 10^2 \text{ m}}{3.8 \text{ m/s}} \quad \boxed{\Delta t = 2.2 \times 10^2 \text{ s}}$$

It will take roughly  $2.2 \times 10^2$  seconds to reach the other side.

c) As it crosses north to south shore its displacement is related to the speed in which the water pushes it south only.

$$\begin{aligned} \Delta \vec{d} &= \vec{v}_{Bw} \Delta t \\ \Delta \vec{d} &= (4.9 \text{ m/s}) (2.2 \times 10^2 \text{ s}) \\ \boxed{\Delta \vec{d} = 1.1 \times 10^3 \text{ m}, 52^\circ, [S \text{ of } E]} \end{aligned}$$

- #8 a) It is not possible because acceleration depends on the change in speed.  
 b) It is possible to have no acceleration but a velocity if the velocity is constant.

- #9 a)  $9.8 \text{ m/s}^2$  [downward]  
 b)  $9.8 \text{ m/s}^2$  [downward]  
 c)  $9.8 \text{ m/s}^2$  [downward]

- #10 a) Yes, the instantaneous velocity is in reference to the starting point.  
 b) No, the speed would not be changed because the velocity is constant.

(5)

#10 c) Yes an object can experience a northward velocity while experiencing a southward acceleration if the car is slowing down.

$$\#11 \quad \frac{cm}{s} \div s \Rightarrow \frac{cm}{s} \times \frac{1}{s} \Rightarrow \frac{cm}{s^2}$$

$$\#12 \quad \begin{aligned} \vec{v}_i &= 0 \\ \vec{v}_f &= 2.2 \text{ m/s} \\ \Delta t &= 5.0 \text{ s} \end{aligned} \quad \begin{aligned} \vec{a}_{av} &= \frac{\vec{v}_f - \vec{v}_i}{\Delta t} \\ \vec{a}_{av} &= \frac{2.2 \text{ m/s} - 0}{5.0 \text{ s}} \end{aligned}$$

$$\boxed{\vec{a}_{av} = 0.44 \text{ m/s}^2}$$

The cyclist accelerated from rest to third gear at a rate of  $0.44 \text{ m/s}^2$ .

$$\begin{aligned} \vec{v}_i &= 2.2 \text{ m/s} \\ \vec{v}_f &= 5.2 \text{ m/s} \\ \Delta t &= 10.0 \text{ s} \end{aligned} \quad \begin{aligned} \vec{a}_{av} &= \frac{\vec{v}_f - \vec{v}_i}{\Delta t} \\ \vec{a}_{av} &= \frac{5.2 \text{ m/s} - 2.2 \text{ m/s}}{10.0 \text{ s}} \end{aligned}$$

$$\boxed{\vec{a}_{av} = 0.30 \text{ m/s}^2}$$

The acceleration from third to fifth gear is  $0.30 \text{ m/s}^2$ .

$$\#13 \quad \begin{aligned} \text{a) } & @ 1.0 \text{ s}, \vec{v} = 7.5 \text{ m/s [W]} \\ & @ 3.0 \text{ s}, \vec{v} = 15.0 \text{ m/s [W]} \\ & @ 5.5 \text{ s}, \vec{v} = 7.0 \text{ m/s [E]} \end{aligned}$$

$$\begin{aligned} \text{b) } & @ 1.0 \text{ s}, \vec{a}_{av} = \frac{\Delta \vec{v}}{\Delta t} \\ & \vec{a}_{av} = \frac{15.0 \text{ m/s} - 0 \text{ m/s}}{2.0 \text{ s} - 0 \text{ s}} \\ & \vec{a}_{av} = 7.5 \text{ m/s}^2 \text{ [W]} \end{aligned}$$

$$\begin{aligned} & @ 3.0 \text{ s}, \vec{a}_{av} = \frac{\Delta \vec{v}}{\Delta t} \\ & \vec{a}_{av} = \frac{15.0 \text{ m/s} - 15.0 \text{ m/s}}{4.0 \text{ s} - 2.0 \text{ s}} \\ & \vec{a}_{av} = 0 \text{ m/s}^2 \end{aligned}$$

$$\begin{aligned} & @ 5.5 \text{ s}, \vec{a}_{av} = \frac{\Delta \vec{v}}{\Delta t} \\ & \vec{a}_{av} = \frac{0 - 15 \text{ m/s}}{6.0 \text{ s} - 5.0 \text{ s}} \\ & \vec{a}_{av} = 15 \text{ m/s}^2 \text{ [E]} \end{aligned}$$

(6)

#14a)  $\vec{g} = \vec{a}_{av} = 9.8 \text{ m/s}^2$  [down]       $\vec{a}_{av} = \frac{\vec{v}_f - \vec{v}_i}{\Delta t}$   
 $\Delta t = 1.4 \text{ s}$  (halfway)  
 $\vec{v}_f = 0$  (at the peak)  
 $\vec{v}_i = ?$

$\vec{v}_i = \vec{v}_f - \vec{a}_{av} \Delta t$   
 $\vec{v}_i = 0 - (-9.8 \text{ m/s}^2)(1.4 \text{ s})$   
 $\vec{v}_i = 14 \text{ m/s}$  [up]

The initial speed of the ball is  $14 \text{ m/s}$  upward.

b)  $\Delta \vec{d} = ?$        $\Delta \vec{d} = \vec{v}_f \Delta t - \frac{a_{av} \Delta t^2}{2}$   
 $\Delta \vec{d} = 0 - \frac{(-9.8 \text{ m/s}^2)(1.4 \text{ s})^2}{2}$   
 $\Delta \vec{d} = 9.6 \text{ m}$  [up]

The ball travelled  $9.6 \text{ meters}$  upward.

#15  $\Delta \vec{d} = 75 \text{ cm}$  [fwd] =  $0.75 \text{ m}$  [fwd]  
 $\vec{v}_f = 75 \text{ m/s}$  [fwd]  
 $\vec{a}_{av} = ?$   
 $\vec{v}_i = 0$

$\vec{v}_f^2 = \vec{v}_i^2 + 2\vec{a}_{av}\Delta \vec{d}$   
 $\frac{v_f^2 - v_i^2}{2\Delta \vec{d}} = \vec{a}_{av}$   
 $\vec{a}_{av} = \frac{(75 \text{ m/s})^2 - 0}{2(0.75 \text{ m})}$   
 $\vec{a}_{av} = 3.8 \times 10^3 \text{ m/s}^2$  [fwd]

The average acceleration of the arrow is  $3.8 \times 10^3 \text{ m/s}^2$ .

#16  $\vec{v}_i = 0$   
 $\vec{v}_f = 12 \text{ m/s}$  (down)  
 $\Delta \vec{d} = ?$   
 $\vec{g} = \vec{a}_{av} = 9.8 \text{ m/s}^2$

$\vec{v}_f^2 = \vec{v}_i^2 + 2\vec{a}_{av}\Delta \vec{d}$   
 $\Delta \vec{d} = \frac{v_f^2 - v_i^2}{2\vec{a}_{av}}$   
 $\Delta \vec{d} = \frac{(12 \text{ m/s})^2 - 0}{2(-9.8 \text{ m/s}^2)}$   
 $\Delta \vec{d} = -7.3 \text{ m}$  [up]

The distance a person could jump from without injury is  $7.3 \text{ meters}$  downward.

#17 a) The two cars have the same velocity at roughly the 45 second mark.

b) Car A

| $\Delta d$ (m) | $\Delta t$ (s) |
|----------------|----------------|
| 225            | 30             |
| 675            | 60             |
| 1125           | 90             |
| 1575           | 120            |
| 2025           | 150            |

Car B

| $\Delta d$ (m) | $\Delta t$ |
|----------------|------------|
|                | 30         |
| 600            | 60         |
| 1200           | 90         |
|                | 120        |
|                | 150        |

@ 75 seconds  
 $\Delta d_{\text{Car A}} = 900\text{m}$  ✓  
 $\Delta d_{\text{Car B}} = 900\text{m}$

b)+c) Car B overtakes Car A just after the 75 Second mark. They are 900m from the starting point.

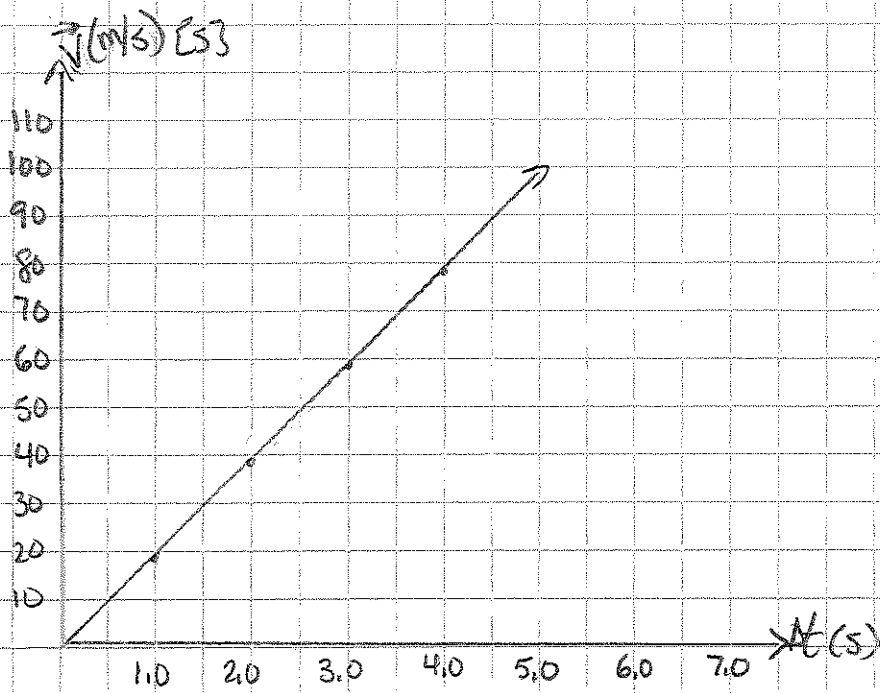
#19 a) moving away from the starting point at a constant speed and then turning around and going back to the starting point at a different constant speed.

b) slowing down to zero speed with uniform deceleration and then uniformly accelerating again.

c) Moving at a constant acceleration before abruptly changing speed and moving with a constant deceleration.

#22

8

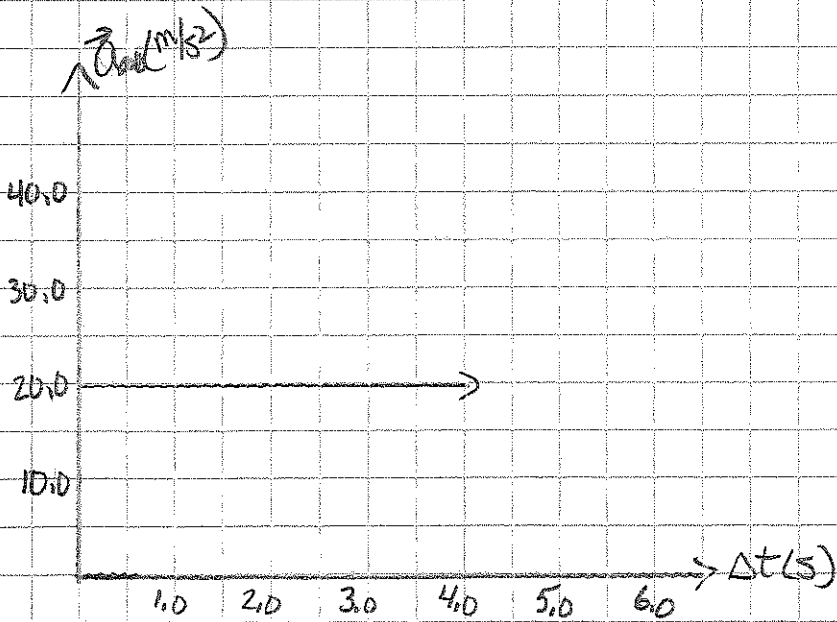


@ 1.0s,  $\vec{v}_{av} = \frac{\Delta d}{\Delta t}$   
 $\vec{v}_{av} = \frac{19m}{1.0s}$   
 $\vec{v}_{av} = 19m/s$

@ 2.0s,  $\vec{v}_{av} = \frac{\Delta d}{\Delta t}$   
 $\vec{v}_{av} = \frac{78m}{2.0s}$   
 $\vec{v}_{av} = 39m/s$

@ 3.0s,  $\vec{v}_{av} = \frac{\Delta d}{\Delta t}$   
 $\vec{v}_{av} = \frac{176m}{3.0s}$   
 $\vec{v}_{av} = 59m/s$

@ 4.0s,  $\vec{v}_{av} = \frac{\Delta d}{\Delta t}$   
 $\vec{v}_{av} = \frac{315m}{4.0s}$   
 $\vec{v}_{av} = 79m/s$





#23 Area under the curve of acceleration-time graphs is speed.

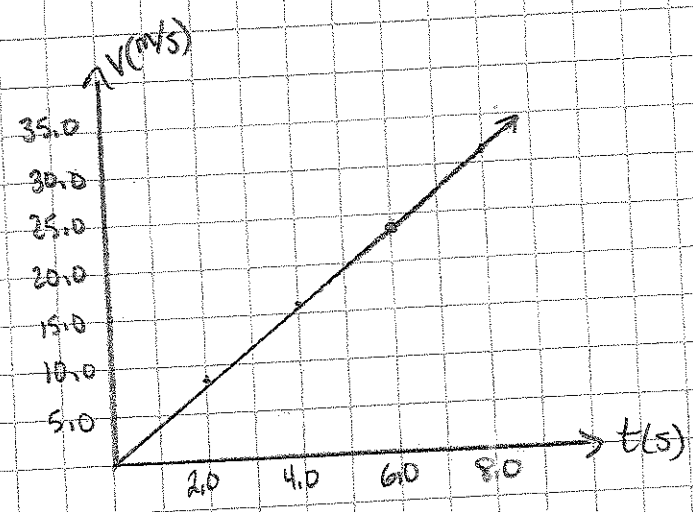
Finding the speed at acceleration-time intervals.

@ 2.0s,  $A = LW$   
 $A = (2.0s)(4.0m/s^2)$   
 $A = 8.0m/s [Fwd]$

@ 4.0s,  $A = LW$   
 $A = (4.0s)(4.0m/s^2)$   
 $A = 16.0m/s [Fwd]$

@ 6.0s,  $A = LW$   
 $A = (6.0s)(4.0m/s^2)$   
 $A = 24.0m/s [Fwd]$

@ 8.0s,  $A = LW$   
 $A = (8.0s)(4.0m/s^2)$   
 $A = 32m/s [Fwd]$



Finding the distance at speed-time intervals

@ 2.0s,  $A = \frac{1}{2}bh$   
 $A = \frac{1}{2}(2.0s)(8.0m/s)$   
 $A = 8.0m [Fwd]$

@ 4.0s,  $A = \frac{1}{2}bh$   
 $A = \frac{1}{2}(4.0s)(16.0m/s)$   
 $A = 32m [Fwd]$

@ 6.0s,  $A = \frac{1}{2}bh$   
 $A = \frac{1}{2}(6.0s)(24.0m/s)$   
 $A = 72m [Fwd]$

@ 8.0s,  $A = \frac{1}{2}bh$   
 $A = \frac{1}{2}(8.0s)(32m/s)$   
 $A = 130m [Fwd]$

