













t [s]



Rearrange Eq (1) to make 'v' the subject

Substitute 'v' into Eq $\begin{pmatrix} 2 \\ 2 \end{pmatrix}$ giving 's' in terms of 'u', 'a' and 't'

$$s = ut + \frac{1}{2}at^{2}$$

Rearrange Eq 1 to make 't' the subject

Substitute 't' into Eq (2) giving 's' in terms of 'u', 'a' and 'v'

Rearrange this to now make 'v²' the subject

$$v^2 = u^2 + 2as$$



$$v = u + at$$

$$s = ut + \frac{1}{2}at^{2}$$

$$s = (u + v) \times t$$

$$2$$

$$v^{2} = u^{2} + 2as$$

Ticker timer

- Frequency of 50Hz, therefore Time period of
 _____s
- Drop mass off bench, attached to tape
- Measure distance between dots
- Work out velocity
- Record your results in a table
- Plot a graph to calculate acceleration

Group work

Explain how experiments carried out by Galileo overturned Aristotle's ideas of motion.

Projectile Motion

Objective

 Use the suvat equations to calculate the motion of an object that is moving with horizontal and vertical components of velocity.



What to do....

- Draw a diagram if possible.
- List any assumptions made (e.g. air resistance negligible)
- Split motion into its vertical and horizontal components.
- Write down what you do know for s,u,v,a and t for each component ('t' often the same for both)
- Solve equation, giving the answer to an appropriate number of significant figures.
- Sit back and relax.



A student, after impressing their friends with their drinking prowess, decides they may be feeling a bit queasy. After going outside to 'get some air' they feel a bit better. Then, while standing upright and facing forwards, the drink returns. If the cider/WKD/Stella initially leaves at 5 ms⁻¹ horizontally....

- •What assumptions and estimations will you make?
- •How long does it take to hit the ground?
- •How far does it go?
- •What is the velocity when it hits the ground (size and direction)?
- •When do they next decide to drink alcohol again?