

## Mathematical Description of Motion

<http://ionaphysics.org/classroom/Physlets2/IonaPuzzles/FlintConstVel/FlintConstVel.html>



## Chapter 2 Motion

### Coordinate System "Frame of reference"

You choose where 0 is, you choose the positive direction, BUT you must be consistent throughout the problem. In other words, if up is positive, then it must always be positive. If down is positive, then it must always be positive during this particular problem.

Distance= total length traveled (in meters) (scalar)

Displacement = change in position  $\Delta x = x_f - x_i$  (vector)

$$\text{average speed} = \frac{\text{change in distance}}{\text{change in time}}$$

1. A car travels 30 m in 60 seconds. Find the average speed of the car.
2. How far will the car travel if it maintains the same speed for 10 minutes?
3. How long will it take the car to travel a total distance of 450 m ?

Textbook  
Read pages 43-56

Go to

<http://ionaphysics.org/classroom/Physlets2/IonaPuzzles/FlintConstVel/FlintConstVel.html>



Run the simulation and calculate the speed of the car.

A real easy idea which frequently appears on tests!

Two types of quantities:

Scalars -

Vectors -

Examples of each

Adding Scalars

Adding Vectors

**Resultant: (Vector Sum)** A single vector which has the same effect as the combined effects of the vectors being added.

A car moves 40 m North and then 30 m East. Find the total (resultant) displacement of the car.

### Adding vectors:

1. Using some convenient scale, draw the first vector as an arrow.
2. Starting at the head of the previous vector, draw the next one to the same scale.
3. Repeat step 2 if necessary.
4. The resultant is drawn from the tail of the first vector to the head of the last vector.



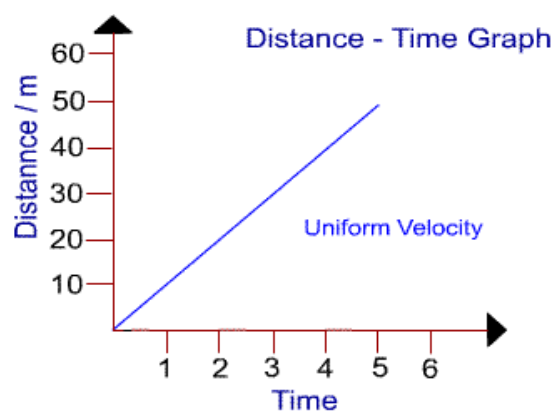
An airplane heads due North. Its air speed is 60 mi/hr. The wind is from the west at 20 mi/hr. Find the resultant ground speed and direction of the plane.

A car travels 30 miles West and then 20 miles North.  
Find the resultant displacement of the car.

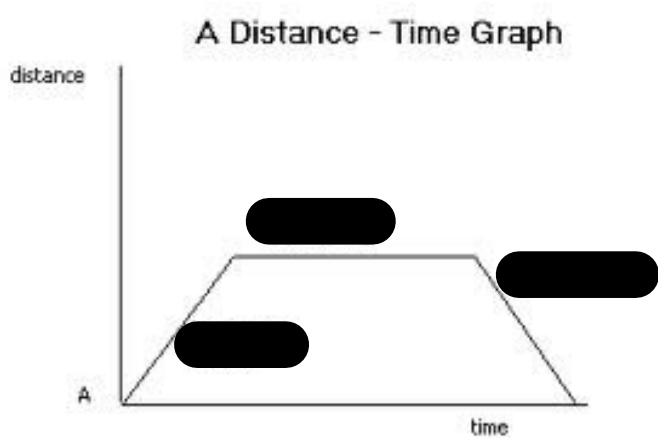
Here is a real good problem which should make you think.

The two owners of a dog start 10 m apart. They move toward each other. One is moving 1.3 m/s East and the other 1.3 m/s West. The dog runs back and forth between the owners and stops when they meet. How far did he run? **The dog is running at 3.0 m/s.** (page 67 # 71)

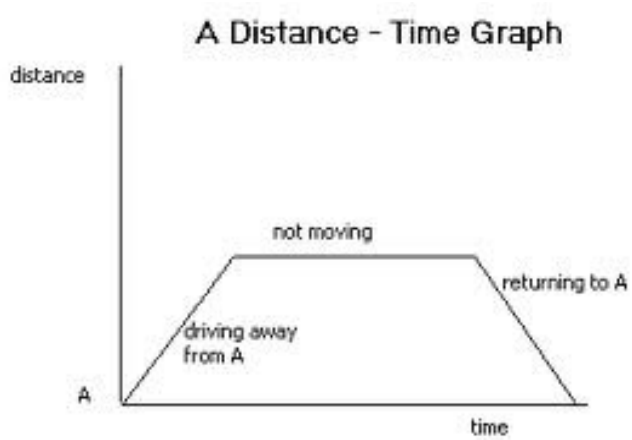
## Position - time Graphs



What is happening in each interval?



What is happening in each interval?



Slope = (change in distance)/(change in time)

But that is the definition of speed

So: the slope of the d/t graph represents the speed!

