

# Accelerated Motion



There are times when being a whiz at physics can be a definite drawback.

- acceleration is the rate of change of velocity (how quickly the velocity is changing)
- for motion along a line
- $v_f$  = final velocity
- $v_i$  = initial velocity
- $\Delta t$  = time interval

$$\vec{a} = \frac{\vec{v}_f - \vec{v}_i}{\Delta t}$$

- acceleration due to gravity is  $9.81 \text{ m/s}^2$  (down)
- When an object is moving in a straight line, a positive acceleration means that the object is speeding up and a negative acceleration means it is slowing down

- an acceleration of  $3 \text{ m/s}^2$  means the object's speed is increasing by  $3 \text{ m/s}$  for every second of travel

# Example

The Red Baron is flying at  $23.6 \text{ m/s}$  and begins to accelerate for  $13.0 \text{ s}$ . If his final speed is  $43.0 \text{ m/s}$ , determine his acceleration.



$$\vec{a} = \frac{\vec{v}_f - \vec{v}_i}{\Delta t}$$

Sub. in the data

$$1.49 \text{ m/s}^2$$

# Example

A Starfleet Shuttlecraft is moving at 1600 m/s when it begins to accelerate at  $-12.9 \text{ m/s}^2$  for 30.0 s. Determine its final velocity (magnitude and direction).



$$\vec{a} = \frac{\vec{v}_f - \vec{v}_i}{\Delta t}$$

multiply both sides by  $\Delta t$

add  $v_i$  to both sides

Sub in the data with units

Final answer with units

$$v_f = 1213 \text{ m/s} = 1.21 \times 10^3 \text{ m/s}$$

forward



# Displacement and Acceleration

- $d = vt$  will only work if the speed or velocity is not changing

$$\Delta \vec{d} = \frac{\vec{v}_f + \vec{v}_i}{2} \Delta t$$

# Example

A racing car is moving at  $22.5 \text{ m/s}$  when it accelerates to  $46.9 \text{ m/s}$  in  $3.44 \text{ s}$ .

Determine the magnitude of its displacement.

$$\Delta \vec{d} = \frac{\vec{v}_f + \vec{v}_i}{2} \Delta t$$

$$\Delta \vec{d} =$$

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- If the initial velocity, acceleration and time is known:

$$\Delta \vec{d} = \vec{v}_i \Delta t + \frac{1}{2} \vec{a} (\Delta t)^2$$

# Example

- A racing car moving at 20.0 m/s accelerates at  $4.55 \text{ m/s}^2$  for 8.66 s. Determine the magnitude of the displacement.

$$\Delta \vec{d} = \vec{v}_i \Delta t + \frac{1}{2} \vec{a} (\Delta t)^2$$

# Example

- Homer drops a doughnut from the top of the reactor building. How far will the doughnut drop in 1.50 s?

Summarize the data!

$$v_i = 0$$

$$a = 9.81 \text{ m/s}^2$$

$$d = ?$$

$$t = 1.50 \text{ s}$$

$$\Delta \vec{d} = \vec{v}_i \Delta t + \frac{1}{2} \vec{a} (\Delta t)^2$$

$v_i = 0$  m/s so the equation simplifies to

Sub in the data



# Example

- Calvin and Hobbes fire a rock straight up with an initial velocity of 46.0 m/s. How high is the rock after 4.00 s?

$$v_i = 46.0 \text{ m/s up}$$

$$t = 4.00 \text{ s}$$

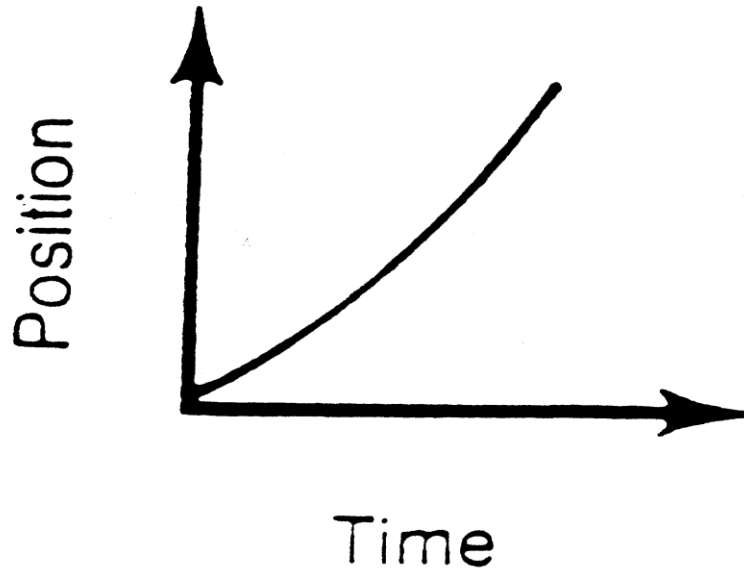
$$a = 9.81 \text{ m/s}^2 \text{ down}$$

$$\Delta d = ?$$

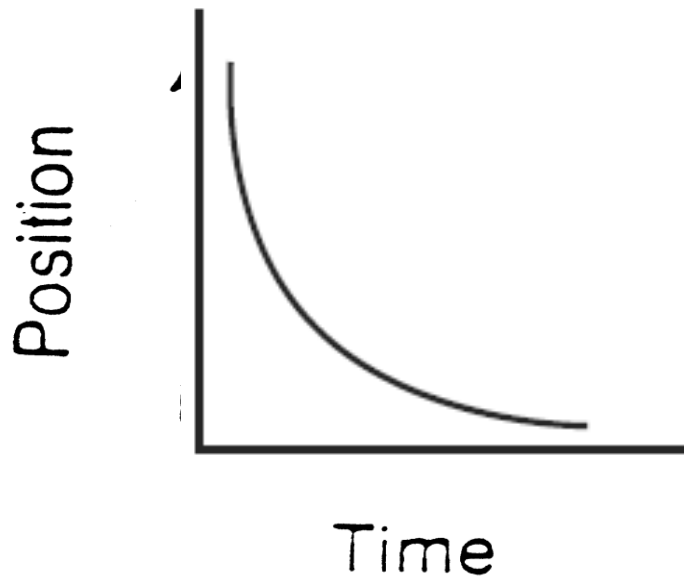
vectors in opposite direction must be given opposite signs.

$$\Delta \vec{d} = \vec{v}_i \Delta t + \frac{1}{2} \vec{a} \Delta t^2$$

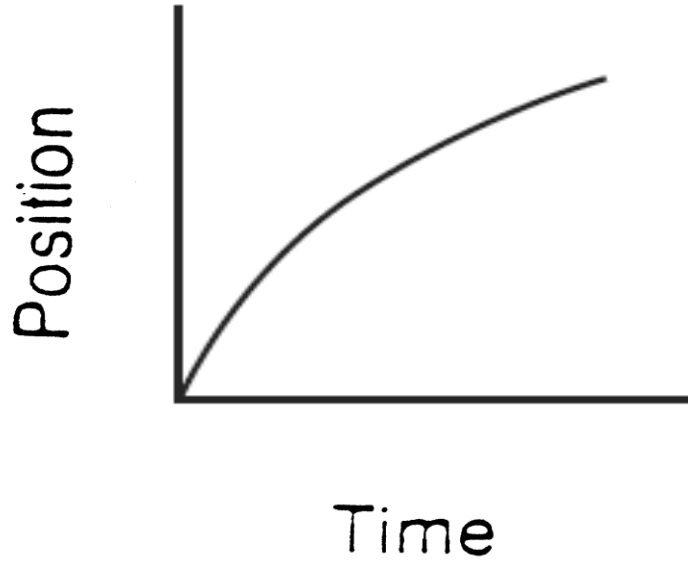
# Graphs of Accelerated Motion



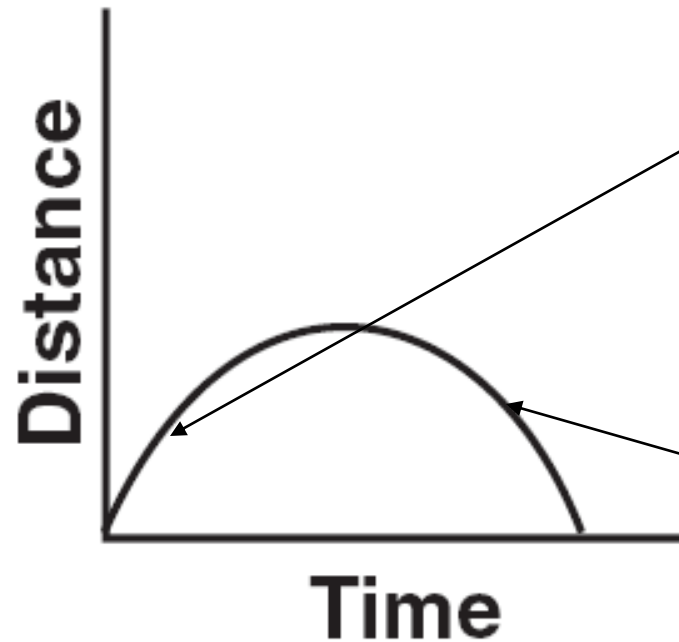
- Object is speeding up
- Moving a greater distance in the same time



- Object is slowing down
- approaching the reference point

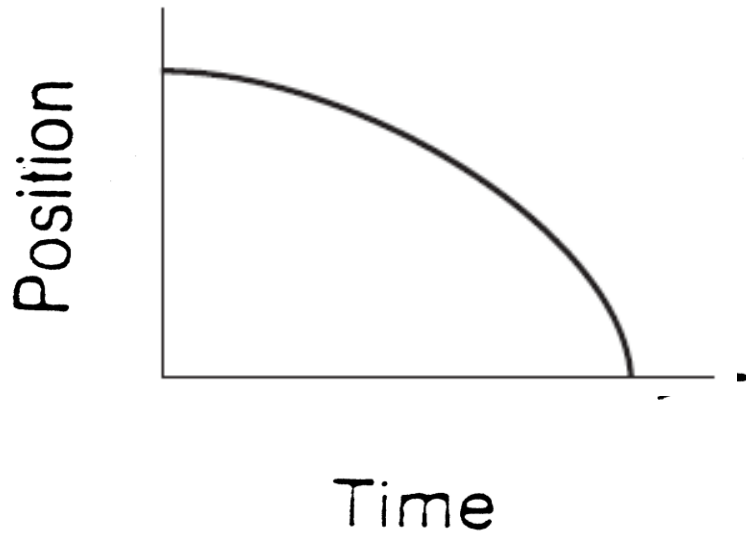


- Moving away from you
- Slowing down



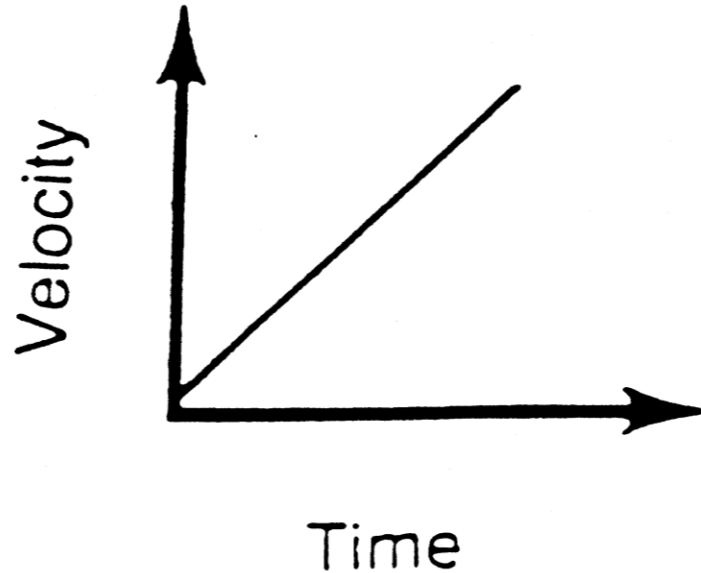
- Object is moving away from you and slowing down
- Then the object begins to come back and is speeding up

# Example



- Describe the motion of the object
- Starts away from you
- Moves towards you
- Speeds up

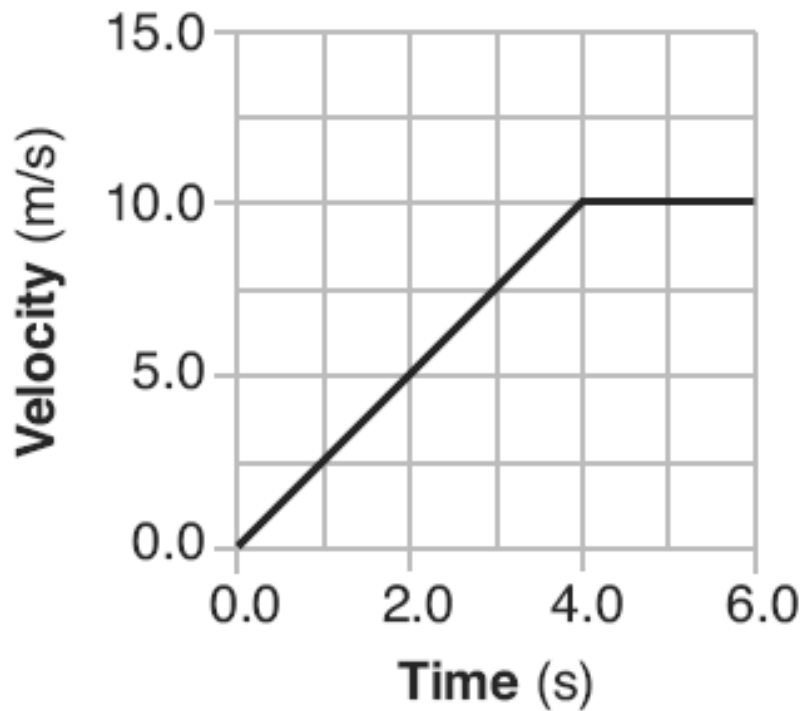
# Velocity-time graphs



- object's speed increases
- slope of line = acceleration

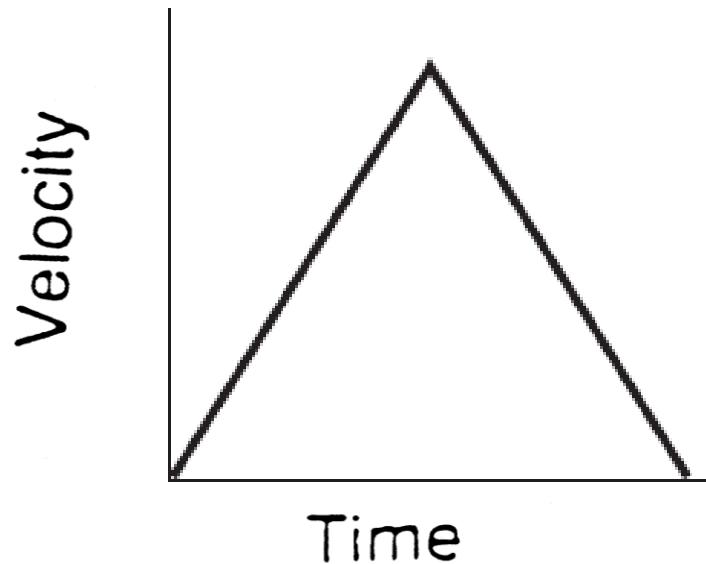


**Velocity vs. Time**



- Accelerating for 4.0 s then uniform motion

# Example



- Describe the motion
- Accelerates away from you
- Slows down but still moving away
- Because the velocity is still positive (if the velocity was negative, it would have changed direction).