

Momentum and Simple 1D Collisions

Go to Linville.ca, select **Computer Simulations** on the left side, then click on **Science 20 Simulations** and choose **Collisions and Momentum**. Click on **Run Now!** when you are re-directed to the simulation.

Introduction: When objects move, they have *momentum*. **Momentum, p, is simply the product of an object's mass (kg) and its velocity (m/s).** The unit for momentum, p, is kg•m/s. Velocity to the right is positive, left is negative.

Important Formulas:

Hit and rebound:

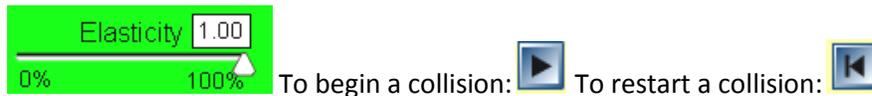
$$m_1\vec{v}_1 + m_2\vec{v}_2 = m_1\vec{v}'_1 + m_2\vec{v}'_2$$

Hit and stick:

$$m_1\vec{v}_1 + m_2\vec{v}_2 = (m_1 + m_2)\vec{v}'_{1 \text{ and } 2}$$

Hit and rebound (bounce) collisions

Set the elasticity control to the 100% setting to make the collisions hit and bounce.



- Investigate the action of a **more-massive moving object striking a less-massive target object**. Press the **More Data** button to select the masses and velocities of the objects, increase the red mass to 5.00 kg.

| Ball | Mass kg | Position m | Velocity m/s | Momentum kg m/s |
|------|------------|---------------|-----------------|--------------------|
| 1 | 0.50 | 1.00 | 1.00 | 0.50 |
| 2 | 1.50 | 2.00 | 0.00 | 0.00 |

Less Data

Set the velocity control to make the red object move at 1.00 m/s and the green object to be stationary.

- What is the total momentum **before** the collision?
- What is the total momentum **after** the collision?
- What happens to the more-massive object after the collisions?
- What happens to the less-massive target object after the collision?

2. Investigate the action of a **less-massive moving object striking a more-massive stationary target object**.

- What is the total momentum **before** the collision?

- What is the total momentum **after** the collision?

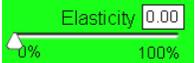
- What happens to the less-massive object?

- What happens to the more-massive target object?

• Use the simulation to complete the table below.

| m_1 | m_2 | v_1 | v_2 | p_{total} | v_1' | v_2' |
|---------|---------|-----------|------------|-------------|--------|--------|
| 1.20 kg | 1.20 kg | +1.50 m/s | -1.80 m/s | | | |
| 2.40 kg | 4.80 kg | +1.30 m/s | 0.0 m/s | | | |
| 2.50 kg | 3.90 kg | +4.00 m/s | +2.850 m/s | | | |

3. Change the masses to 2.00 kg each, give the red mass a velocity of 3.00 m/s right and the green mass 3.00 m/s left (-3.00 m/s). Describe the velocity of each mass after the collision.

Hit and Stick Collisions: Slide the Elasticity control to 0%   To begin a collision: 

To restart a collision: 

Use the simulation to complete the table below.

| m_1 | m_2 | v_1 | v_2 | p_{total} | v_{12}' |
|---------|---------|-----------|------------|--------------------|-----------|
| 1.20 kg | 1.20 kg | +1.50 m/s | -1.80 m/s | | |
| 2.40 kg | 4.80 kg | +1.30 m/s | 0.00 m/s | | |
| 1.50 kg | 5.50 kg | +3.20 m/s | +0.800 m/s | | |

Conclusion Questions:

1. A 500 gram cart moving at 0.360 m/s to the right collides with a wall and bounces back with a velocity of 0.240 m/s left, what is its change in momentum?
2. A 0.230 kg baseball is thrown with a speed of 41 m/s. What is the ball's momentum?
3. Imagine you are ice skating with your BFF. Both of you at rest, when you shove him/her away from you. You have a mass of 65.0 kg and he/she has a mass of 55.0kg. When you shove off, you move away with a velocity of 2.00 m/s. With what velocity does your BFF move away from you?
4. If a 250 gram cart moving to the right with a velocity of +0.31 m/s collides inelastically with a 500 gram cart traveling to the left with a velocity of -0.22 m/s, what is the total momentum of the system before the collision?
5. What is the resulting velocity of the above two-car system (stuck together)?
6. A 9.0 kg bowling ball races down the lane at 15 m/s before striking a bowling pin (at rest) with a mass of 0.85 kg. If the 0.85 kg pin bounces backward with a velocity of 45 m/s, what is the velocity of the bowling ball after the collision?