

Exercise 1.3 Graphs of motion

The following questions will help you to improve your use of graphs and solve problems about journeys.

- 1 a Figure 1.2 shows a journey made by a pedestrian.

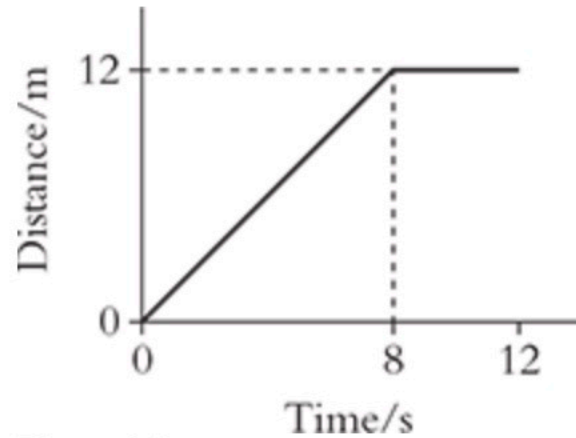


Figure 1.2

Use the graph to find the:

- i average speed of the pedestrian for the whole journey
 - ii speed of the pedestrian during the first 8 s.
- b Figure 1.3 shows a velocity–time graph for a journey.

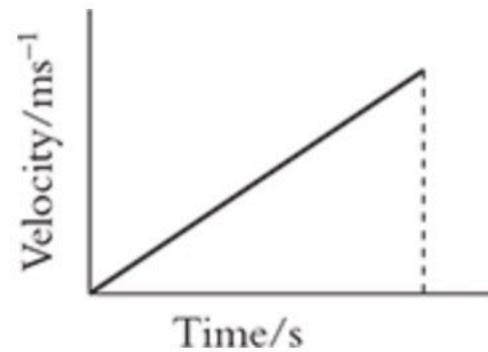


Figure 1.3

What aspect of the journey is shown by the:

- i gradient of the graph
- ii area under the graph?

- 2 In an experiment, Lucy measures the displacement of a moving object. Her measurements are shown in Table 1.1. All of Lucy's measurements of displacement have an uncertainty of ± 1.0 cm.

Time / s	0.0	1.0	2.0	3.0	4.0	5.0	6.0
Displacement / cm	0.0	2.0	4.0	6.0	8.0	10.0	12.0

Table 1.1

- Use the results in the table to draw a graph of displacement against time.
- Add to your graph appropriate error bars for all points.
- Find, from the graph, the speed at which the object was moving.
- Use the error bars you have drawn to find the maximum and minimum speed of the object.
- Hence state the speed of the object and its uncertainty.

TIP

When drawing graphs, make sure you always label the axes with the correct title and units.

- 3 The graph in Figure 1.4 shows the velocity of a projectile that is fired vertically upwards from the ground until it momentarily comes to a stop. There are no effects due to air friction.

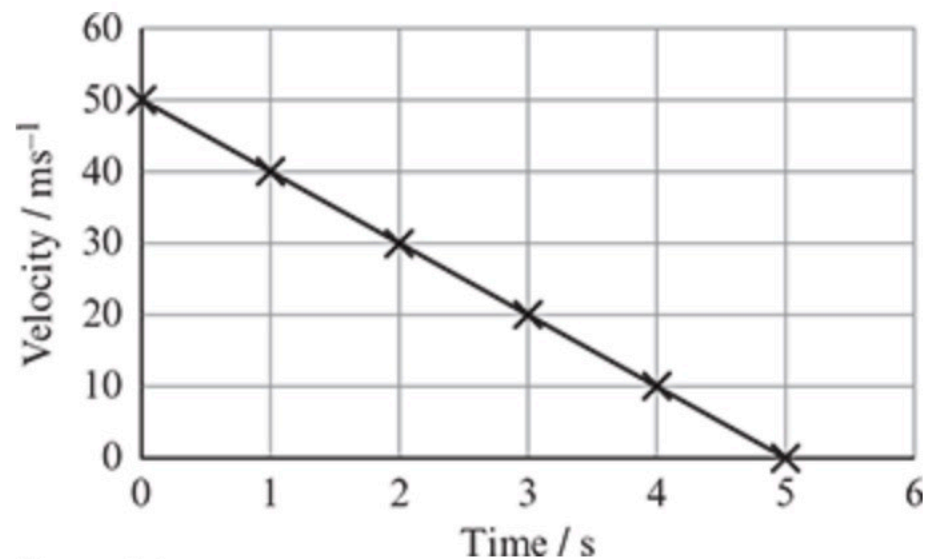


Figure 1.4

- a Show that the graph is consistent with the Earth's gravitational acceleration, g , having the value 10 ms^{-2} (1 s.f.)
 - b Use the graph to calculate the height at which the projectile came to a stop.
 - c Copy and add to the graph a line to show how the projectile's velocity would change as it returns to the ground.
- 4 A speedboat moves at a constant speed of 9 ms^{-1} for 5 s, at which time it accelerates at 2 ms^{-2} for 4 s.
- a Sketch a graph of the speedboat's journey over the 14 s period.
 - b Use the graph to calculate the distance travelled by the speedboat.
 - c Show that your answer to part b is consistent with the equation: $s = ut + \frac{1}{2}at^2$

- 5 Figure 1.5 shows how the velocity of child's toy varies during a 20 s period. At $t = 0$, the toy's velocity = 5 cm s^{-1} and at $t = 20 \text{ s}$, the toy's velocity = -7.5 cm s^{-1} .

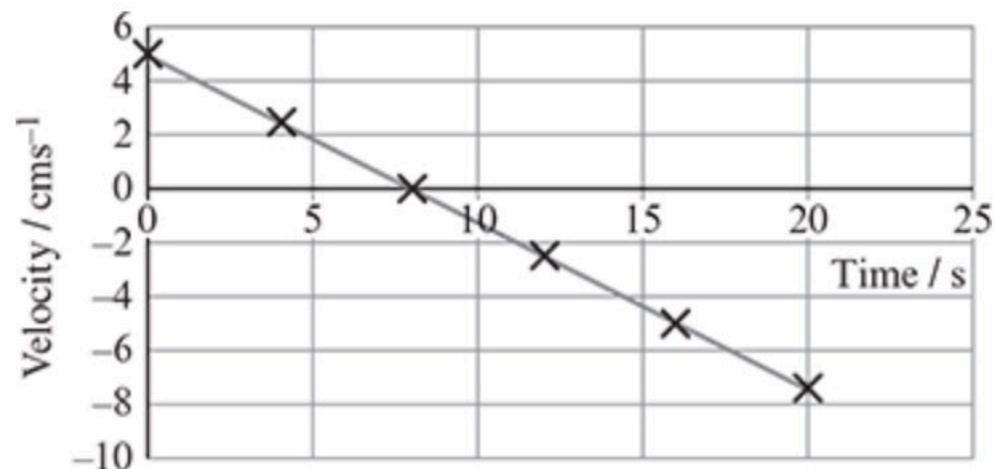


Figure 1.5

- Describe the motion of the toy during the 20 s period.
- Use the graph to calculate the acceleration of the toy.
- Use the graph to find the total displacement of the toy.
- How far did the toy actually travel during the 20 s period?
 - Explain why your answers to c and d are different.

- 6 Table 1.2 shows how the velocity of an object varied during a period of 80 s.

Time / s	0	10	20	30	40	50	60	70	80
Velocity / ms^{-1}	0	2.0	4.0	6.0	6.0	6.0	6.0	3.0	0

Table 1.2

All of the velocity values in the table have an uncertainty of $\pm 0.5 \text{ ms}^{-1}$.

- Draw a graph of *velocity* against *time* for the motion of the object.
- Use the graph to calculate the total displacement of the object.
- Calculate the acceleration of the object during the first 30 s.
- By adding suitable error bars to your graph find the maximum and minimum values of the acceleration during the first 30 s.

7 Figure 1.6 shows how the acceleration of an initially stationary object varies with time during a 30 s period.

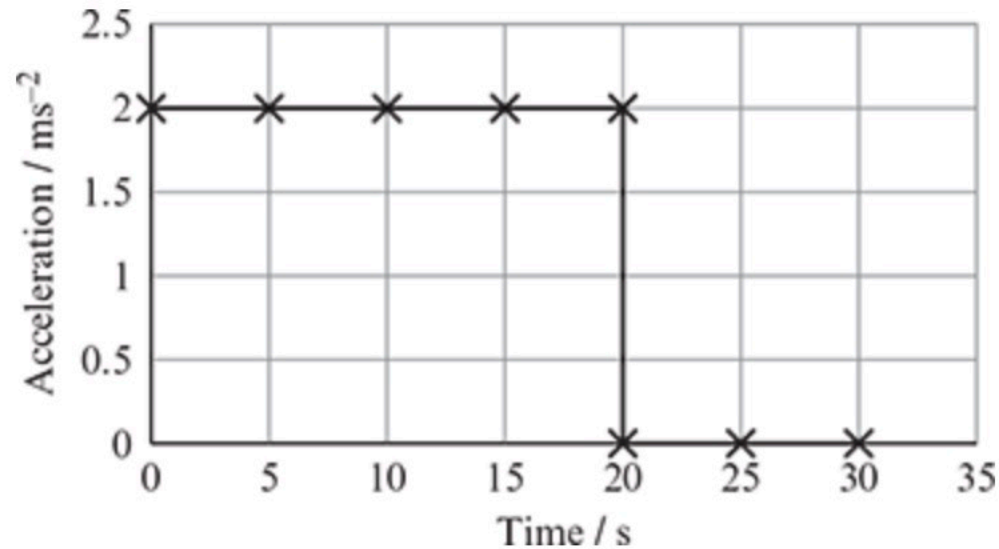


Figure 1.6

- Use the graph to determine the change of velocity of the object during the first 20 s.
- Sketch a graph of *velocity of the object* against *time* for the 30 s period.
- Using your sketch, or otherwise, determine the total displacement of the object.