

# PHYS11 CH:3 The Rate of Change

## Understanding Acceleration

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# Outline

# The Mystery of Motion

What if you could feel  
*the rate at which change happens?*

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From the airplane landing to the dragster launching...

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From the airplane landing to the dragster launching...

You experience acceleration every day.

# Landing in St. Maarten



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## The Paradox

**Civilian:** "Acceleration means speeding up."

**Physicist:** "Acceleration is ANY change in velocity - speeding up, slowing down, or turning."

## Learning Objectives

By the end of this section, you will be able to:

- **3.1:** Explain acceleration and determine direction and magnitude in one dimension

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- **3.1:** Explain acceleration and determine direction and magnitude in one dimension
- **3.1:** Analyze motion using kinematic equations and graphic representations

## 3.1 The Source Code of Change

Nature's Rule for Acceleration

$$\bar{a} = \frac{\Delta v}{\Delta t} = \frac{v_f - v_0}{t_f - t_0}$$

Acceleration equals change in velocity divided by change in time.

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#### The Mental Model

If velocity is how fast you're going, acceleration is how fast your "how fast" is changing.

### 3.1 Understanding the Sign

#### Positive Acceleration

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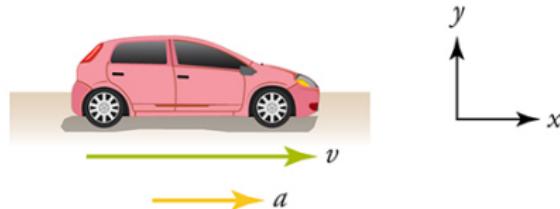
- Velocity and acceleration in opposite directions
- Slowing down to the right
- Speeding up to the left

#### Key Insight

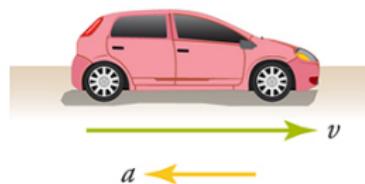
The sign tells you the DIRECTION, not whether you're speeding up or slowing down!

### 3.1 Speeding Up and Slowing Down

(a)



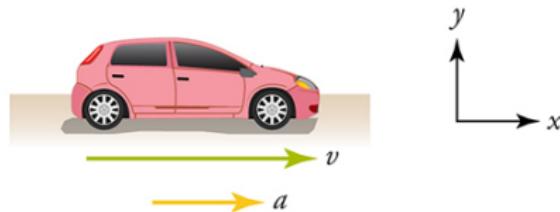
(b)



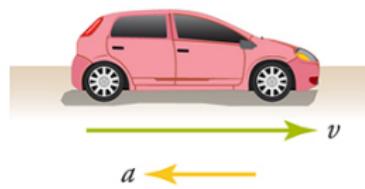
**Figure:** (a) Car speeding up, (b) Car slowing down

### 3.1 Speeding Up and Slowing Down

(a)



(b)



**Figure:** (a) Car speeding up, (b) Car slowing down

#### The Rule:

- Same direction = speeding up
- Opposite direction = slowing down

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#### Real-World: Turning

When you turn the steering wheel in a moving car, the car accelerates even if the speedometer doesn't change.

# Attempt: Subway Train Accelerating

## The Challenge (3 min, silent)

A subway train accelerates from rest to 30.0 km/h in 20.0 s.

### Given:

- Initial velocity:  $v_0 = 0$  (starts from rest)
- Final velocity:  $v_f = 30.0 \text{ km/h}$
- Time interval:  $\Delta t = 20.0 \text{ s}$

Find: Average acceleration in  $\text{m/s}^2$

*Can you decode this motion? Work silently. Remember to convert units!*

# Compare: Unit Conversion Strategy

**Turn and talk (2 min):**

- ① What equation did you use for acceleration?
- ② How did you convert km/h to m/s?
- ③ What multiplication factors did you use?

# Compare: Unit Conversion Strategy

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**Name wheel:** One pair share your approach (not your answer).

# Reveal: The Acceleration Calculation

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**Step 1:** Convert 30.0 km/h to m/s

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**Step 3:** Apply the equation

$$\bar{a} = \frac{\Delta v}{\Delta t} = \frac{8.333 \text{ m/s}}{20.0 \text{ s}} = \boxed{+0.417 \text{ m/s}^2}$$

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**Check:** Positive sign means acceleration to the right. Reasonable for train speeding up!

# Attempt: Subway Train Slowing Down

## The Challenge (3 min, silent)

Now the train slows to a stop from 30.0 km/h in 8.00 s.

### Given:

- Initial velocity:  $v_0 = 30.0 \text{ km/h} = 8.333 \text{ m/s}$
- Final velocity:  $v_f = 0$  (comes to rest)
- Time interval:  $\Delta t = 8.00 \text{ s}$

Find: Average acceleration in  $\text{m/s}^2$

*Will the sign be positive or negative? Why?*

# Compare: Sign of Acceleration

**Turn and talk (2 min):**

- ① What did you get for  $\Delta v$ ?
- ② Is it positive or negative?
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**Name wheel:** Share your reasoning about the sign.

# Reveal: Deceleration Calculation

**Self-correct in a different color:**

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**Check:** Negative sign means acceleration to the left (opposite to velocity). Train is slowing down!

## Physics vs Civilian Language

**Civilian:** "The train is decelerating."

**Physicist:** "The train has negative acceleration."

# Learning Objectives

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- **3.2:** Explain kinematic equations related to acceleration and illustrate with graphs

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By the end of this section, you will be able to:

- **3.2:** Explain kinematic equations related to acceleration and illustrate with graphs
- **3.2:** Apply kinematic equations and graphs to problems involving acceleration

## 3.2 The Five Kinematic Equations

For constant acceleration only:

$$d = d_0 + \bar{v}t \quad (1)$$

$$\bar{v} = \frac{v_0 + v_f}{2} \quad (2)$$

$$v = v_0 + at \quad (3)$$

$$d = d_0 + v_0 t + \frac{1}{2} a t^2 \quad (4)$$

$$v^2 = v_0^2 + 2a(d - d_0) \quad (5)$$

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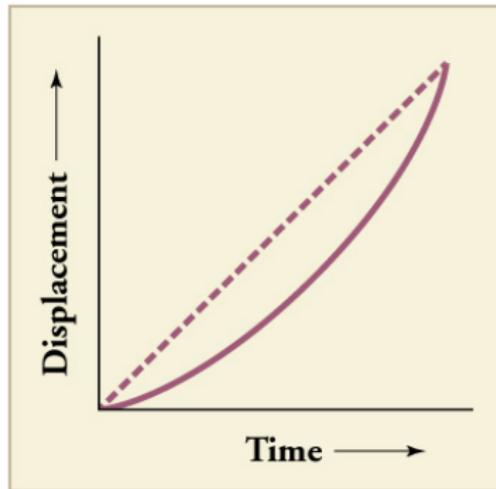
$$d = d_0 + v_0 t + \frac{1}{2}at^2 \quad (4)$$

$$v^2 = v_0^2 + 2a(d - d_0) \quad (5)$$

### The Mental Model

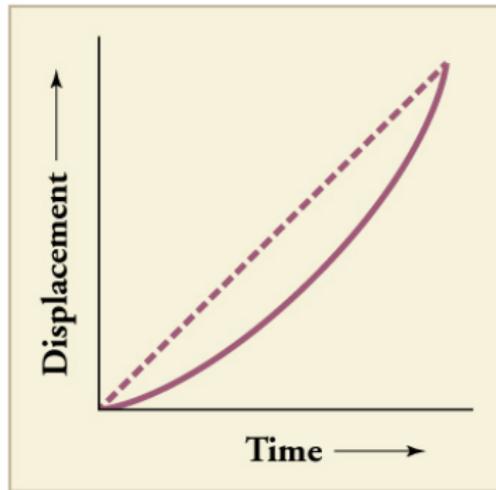
These five equations are the grammar of motion. Learn which one to use when.

## 3.2 Displacement vs Time



**Figure:** Slope of displacement vs time gives velocity

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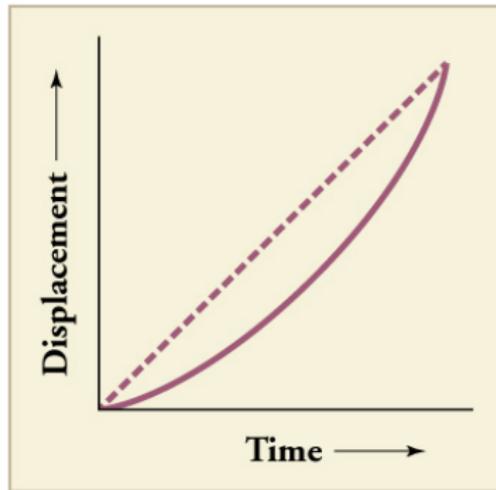


**Figure:** Slope of displacement vs time gives velocity

**Key insight:**

$$\bar{v} = \frac{d}{t} \quad (\text{when starting from origin})$$

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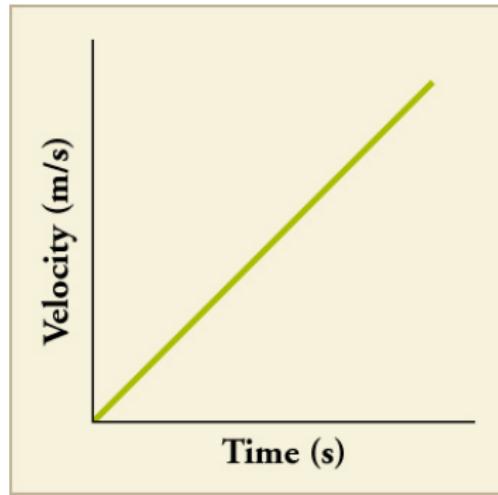
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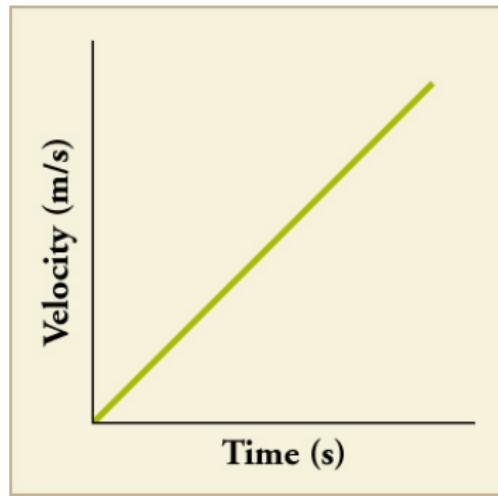
The slope IS the velocity!

## 3.2 Velocity vs Time



**Figure:** Slope of velocity vs time gives acceleration

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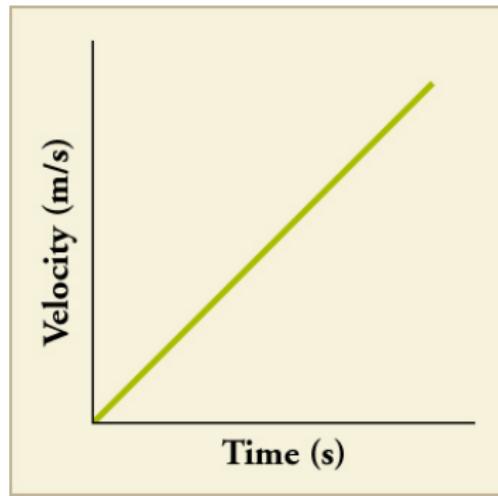


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## 3.2 Choosing the Right Equation

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### Example Decision Tree

- Time not given? Use equation 5:  $v^2 = v_0^2 + 2a(d - d_0)$
- Displacement not needed? Use equation 3:  $v = v_0 + at$
- From rest ( $v_0 = 0$ )? Equations simplify!

# Attempt: Dragster Problem

## The Challenge (3 min, silent)

A dragster accelerates from rest at  $26.0 \text{ m/s}^2$  for a quarter mile (402 m).

### Given:

- $v_0 = 0$  (starts from rest)
- $a = 26.0 \text{ m/s}^2$
- $d - d_0 = 402 \text{ m}$

### Find: Final velocity $v_f$

*Which kinematic equation should you use? Why?*

# Compare: Equation Selection

**Turn and talk (2 min):**

- ① Which equation did you choose?
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**Name wheel:** One pair explain their equation choice.

# Reveal: Dragster Speed

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$$v^2 = 2(26.0)(402) = 2.09 \times 10^4 \text{ m}^2/\text{s}^2$$

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**Check:** About 324 mph - reasonable for dragster!

## 3.2 Acceleration Due to Gravity

Nature's Constant

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Near Earth's surface, all objects fall with this **acceleration** (ignoring air resistance).

**Convention:** When using  $g$  in equations, give it a negative sign because gravity points downward.

### The Mental Model

Every second of free fall, velocity increases by 9.80 m/s downward.

# Attempt: Rock Thrown Upward

## The Challenge (3 min, silent)

A rock is thrown straight up with initial velocity  $v_0 = 13.0 \text{ m/s}$ .

### Given:

- $v_0 = 13.0 \text{ m/s}$  (upward)
- $a = -9.80 \text{ m/s}^2$  (gravity)
- $t = 1.00 \text{ s}$

### Find:

- Position  $y$  at 1.00 s
- Velocity  $v$  at 1.00 s

*Choose your equations wisely!*

# Compare: Gravity Problems

**Turn and talk (2 min):**

- ① Which equations did you use?
- ② How did you handle the negative sign for gravity?
- ③ Is the rock still going up or coming down?

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**Name wheel:** Share your approach.

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**Velocity:**  $v = v_0 + at$

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**Check:** Positive position (above starting point) and positive velocity (still going up). Makes sense!

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- ③ Five kinematic equations predict motion
- ④ Graphs reveal acceleration as slopes
- ⑤  $g = 9.80 \text{ m/s}^2$  - Earth's gravitational acceleration
- ⑥ Choose equations based on knowns and unknowns

# Key Equations

$$\bar{a} = \frac{\Delta v}{\Delta t} = \frac{v_f - v_0}{t_f - t_0} \quad (6)$$

$$d = d_0 + \bar{v}t \quad (7)$$

$$\bar{v} = \frac{v_0 + v_f}{2} \quad (8)$$

$$v = v_0 + at \quad (9)$$

$$d = d_0 + v_0 t + \frac{1}{2} a t^2 \quad (10)$$

$$v^2 = v_0^2 + 2a(d - d_0) \quad (11)$$

$$g = 9.80 \text{ m/s}^2 \quad (12)$$

# Homework

Complete the assigned problems  
posted on the LMS

## **Temporary page!**

$\text{\LaTeX}$  was unable to guess the total number of pages correctly. There was some unprocessed data that should have been added to the document, so this extra page has been added to receive it.

If you rerun the document (without altering it) this surplus page will disappear, because  $\text{\LaTeX}$  now knows how many pages to expect for the document.