1 **(a (i)** (a =) v/t **or** 65/26 C1 2.5 m/s²*Unit penalty applies A1

(ii) (F =)ma or $3.4 \times 10^5 \times 2.5$ ecf from 3(a)(i) C1 8.5×10^5 N *Unit penalty applies ecf from 3(a)(i) A1

(b) (i) any two of: KE or GPE or heat/internal energy/thermal energy B2

(ii) chemical energy **not** heat B1

(iii) thermal energy/sound is lost (to the atmosphere) or KE of air B1

(c) perpendicular to path or towards centre of circle or centripetal B1 [9]

*Apply unit penalty once onl

- 2 (a) $M = V \times D$ in any form OR $10^3 \times 10^3$ C1 1 kg
 - (b) mgh OR his (a) × 10 × 0.8 C1 8 J (Nm) OR 7.85 J OR 7.84 J e.c.f. from (a) A1
 - (c) $P = E/t \ OR \ (his 8 \times 90) / 60 \ e.c.f. \ from (b)$ C1 12 W (J/s or Nm/s) OR 11.77 W OR 11.76 W A1
 - (d) pgh in any form, words, letters, numbers $8000 \text{ Pa} (\text{N/m}^2) \text{ OR } 7850 \text{ Pa OR } 7840 \text{ Pa}$ $8000 \text{ Pa} (\text{N/m}^2) \text{ OR } 7850 \text{ Pa OR } 7840 \text{ Pa}$

3	(a)	straight vertical arrow upwards to/from rail	F	B1
		arrow to R of centre of rail	F	C1
		arrow at R.H. end of rail (within $2\times$ width of resting block)	F	A1
	(b)	moment ticked	F	В
	(c)	reduce weight/mass OR shorten rail, lighter rail, thinner rail, open sideways, suitable long handle, suitable 2 pulley system	F	<u>B1</u> _5

4	(a)		attempt to use triangle or parallelogram of forces stated scale used 950 N and 1220 N in correct relative directions correct resultant drawn in weight = 1785 N [limits 1700 N to 1850 N]	M1 A1 C1 C1 A1	5
	(b)	(i)	work = force x distance or 1500 x 3.0 work = 4500 J	C1 A1	
		(ii)	power = work/time or 4500/2.5	C1	
		` ,	power = 1800 W	A 1	4
					[9]

5	Accept Der E marted on time axis	BD correct, (straight line i.e. constant acceleration) DE correct, (constant speed or slightly reducing speed only) EF correct, (speed reduced to zero, gradient steeper than BD)	3	B1 B1 B1	3	
	No labels -1	b(i) force = 2 (N) work = $(2 \times 0.6) = 1.2 \text{ J}^*$	2	C1 A1	Sal make	
		(ii) k.e. = 0.5mv ² = 0.5 x 0.2 x 2.5 x2.5 = 0.625 J*	3	C1 C1 A1	5	
		c velocity - vector, speed scalar direction changes so velocity changes	2	B1 B1	2	
		d work done against friction (more)friction on EF (k)e. changed to heat <u>less</u> k.e. <u>changed</u> to <u>p.e.</u>	3	B1 B1 B1 B1	М3 [*]	