Parabolic/Projectile Motion:

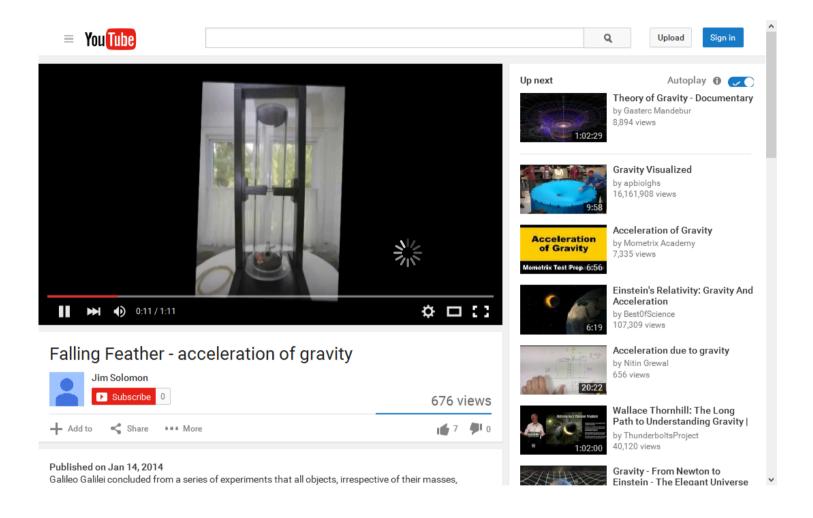
Two dimension motion of objects in free fall.

Downward acceleration is 9.8 m/s².

Horizontal acceleration is 0!

All vectors (displacement, velocity, acceleration) can be broken into x- and y-components (true for ANY two-dimensional motion).

Variables in the x- and y-dimensions can be considered completely independently (i.e., the Big 4 can be used for each)



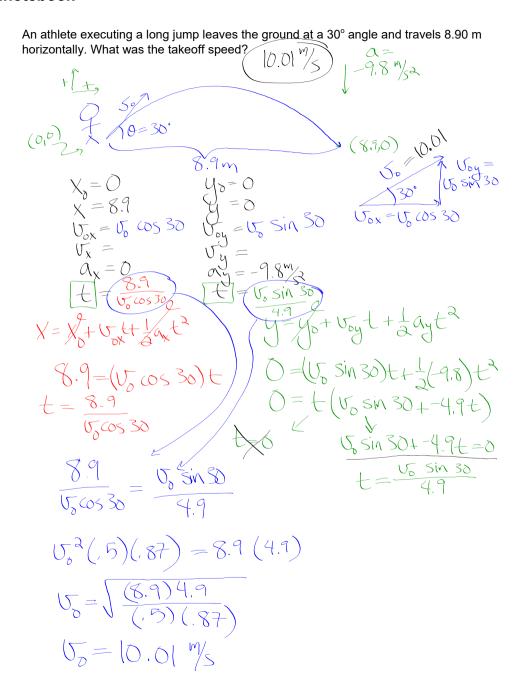
Steps for solving 2-D Kinematics Problems:

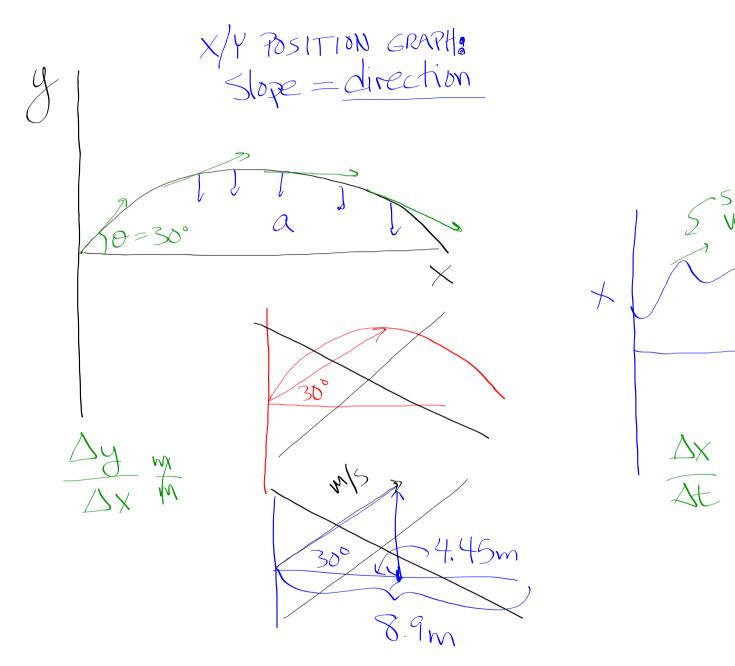
Same as for 1-D problems except:

Before variable inventory, break all vectors into x- and y-components

Make TWO variable inventories - one for each dimension

If necessary, after using the Big 4, resolve component vectors into resultants





A ball is kicked from the ground at an angle of 62°. It lands, back on the ground, 5.1 seconds later. Find:

- a) The ball's initial velocity
- b) How far the ball traveled horizontally
- c) The ball's final velocity
- d) The ball's maximum height
- e) The ball's x- and y- coordinates after 4 seconds
- f) The time(s) at which the ball is 14 m above the ground

