



Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Acceleration f\(t\) 3ii](#)

Acceleration f(t) 3ii

A Level
P P P

A cyclist travels along a straight road. Her velocity $v \text{ m s}^{-1}$, at time t seconds after starting from a point O , is given by

$$v = 2 \text{ for } 0 \leq t \leq 10$$

$$v = 0.03t^2 - 0.3t + 2 \text{ for } t \geq 10$$

Part A Displacement at $t = 10$

Find the displacement of the cyclist from O when $t = 10$.

Part B Expression for displacement

Find an expression for the displacement of the cyclist from O as a function of time for $t \geq 10$ s. Give your answer using fractions, not decimals.

The following symbols may be useful: t

Part C Time

Find the time when the acceleration of the cyclist is 0.6 m s^{-2} .

Part D Displacement

Find the displacement of the cyclist from O when her acceleration is 0.6 m s^{-2} .

Used with permission from UCLES, A Level, June 2006, OCR M1, Question 4

All materials on this site are licensed under the [Creative Commons license](#), unless stated otherwise.

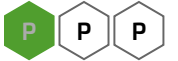


Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Acceleration f\(t\) 4i](#)

Acceleration f(t) 4i

A Level



A car is travelling along a straight horizontal road with velocity 32.5 m s^{-1} . The driver applies the brakes and the car decelerates at $(8 - 0.6t) \text{ m s}^{-2}$, where $t \text{ s}$ is the time which has elapsed since the brakes were first applied.

Part A Velocity

Find an expression for the velocity of the car when it is decelerating.

The following symbols may be useful: t

Part B Time taken

Find the time taken to bring the car to rest.

Part C Distance travelled

Find the total distance travelled by the car whilst it is decelerating.

Used with permission from UCLES, A Level, January 2012, OCR M1, Question 3

Gameboard:

[STEM SMART Double Maths 23 - Vector Equations of Motion](#)

All materials on this site are licensed under the [Creative Commons license](#), unless stated otherwise.



Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Calculus and Vectors 1ii](#)

Calculus and Vectors 1ii

A Level



A particle P of mass 0.2 kg moves on a smooth horizontal plane. Initially it is projected with velocity 0.8 m s^{-1} from a fixed point O towards another fixed point A . At time $t \text{ s}$ after projection, P is $x \text{ m}$ from O and is moving with velocity $v \text{ m s}^{-1}$, with the direction OA being positive. A force of $(1.5t - 1) \text{ N}$ acts on P in the direction parallel to OA .

Part A Expression for v

Find an expression for v in terms of t .

The following symbols may be useful: t , v

Part B Time when $v = 0.8 \text{ m, s}^{-1}$

Find the time (in seconds) when the velocity of P is next 0.8 m s^{-1} .

Part C Times through O

Find the first time when P subsequently passes through O .

Find the second time when P subsequently passes through O .

Part D Distance in third second

Find the distance P travels in the third second of its motion.

Used with permission from UCLES, A Level, June 2013, OCR M3, Question 3

Gameboard:

STEM SMART Double Maths 23 - Vector Equations of Motion

All materials on this site are licensed under the **Creative Commons license**, unless stated otherwise.



Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Vectors & Calculus 2i](#)

Vectors & Calculus 2i

A Level



A projectile has velocity $\begin{pmatrix} A \\ 5 - gt \end{pmatrix} \text{ m s}^{-1}$.

Part A Displacement

Given that the particle is at $\begin{pmatrix} 5 \\ 10 \end{pmatrix}$ when $t = 0$.

Find an expression for the x -component of the particle's displacement, in metres, as a function of t .

The following symbols may be useful: A , g , t

Find an expression for the y -component of the particle's displacement, in metres, as a function of t .

The following symbols may be useful: A , g , t

Part B Force

Find an expression for the force on the particle, given that it has mass m kg. Give your answer in the form $a\mathbf{i} + b\mathbf{j}$ where \mathbf{i} and \mathbf{j} are unit vectors in the x and y directions respectively.

The following symbols may be useful: A , g , \mathbf{i} , \mathbf{j} , m

Part C Value of A

The projectile hits a target at the coordinates $\begin{pmatrix} 20 \\ 0 \end{pmatrix}$.

What is the value of A ? Give your answer to 2 significant figures. In your calculation, use the approximation $g \simeq 10 \text{ m s}^{-2}$ and assume that the target is hit at $t > 0$.

Created for isaacphysics.org by Jonathan Waugh

Gameboard:

STEM SMART Double Maths 23 - Vector Equations of Motion

All materials on this site are licensed under the **Creative Commons license**, unless stated otherwise.



Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Vectors & Calculus 1i](#)

Vectors & Calculus 1i

A Level



A planet moves through space. The force on the planet is given by

$$\underline{\mathbf{F}} = \begin{pmatrix} -mAB^2 \cos Bt \\ -mAB^2 \sin Bt \end{pmatrix}$$

where A and B are numerical constants and m is the mass of the planet.

Part A Velocity

Given that the velocity of the planet when $t = 0$ is $\begin{pmatrix} 0 \\ AB \end{pmatrix}$.

Find an expression for the x -component of the velocity of the planet as a function of time.

The following symbols may be useful: A , B , $\cos()$, $\sin()$, t , $\tan()$

Find an expression for the y -component of the velocity of the planet as a function of time.

The following symbols may be useful: A , B , $\cos()$, $\sin()$, t , $\tan()$

Part B Displacement

Given that the displacement of the planet when $t = 0$ is $\begin{pmatrix} A \\ 0 \end{pmatrix}$.

Find an expression for the x -component of the displacement of the planet as a function of time.

The following symbols may be useful: A , B , $\cos()$, $\sin()$, t , $\tan()$

Find an expression for the y -component of the displacement of the planet as a function of time.

The following symbols may be useful: A , B , $\cos()$, $\sin()$, t , $\tan()$

Part C Modulus

Find an expression for the modulus of the displacement. Simplify your answer as far as possible.

The following symbols may be useful: A , B , $\cos()$, $\sin()$, t , $\tan()$

Part D Shape of path

What is the shape of the path that the planet follows?

Created for isaacphysics.org by Jonathan Waugh

Gameboard:

STEM SMART Double Maths 23 - Vector Equations of Motion

All materials on this site are licensed under the **Creative Commons license**, unless stated otherwise.



Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Projectiles: Trajectories 3i](#)

Projectiles: Trajectories 3i

A Level

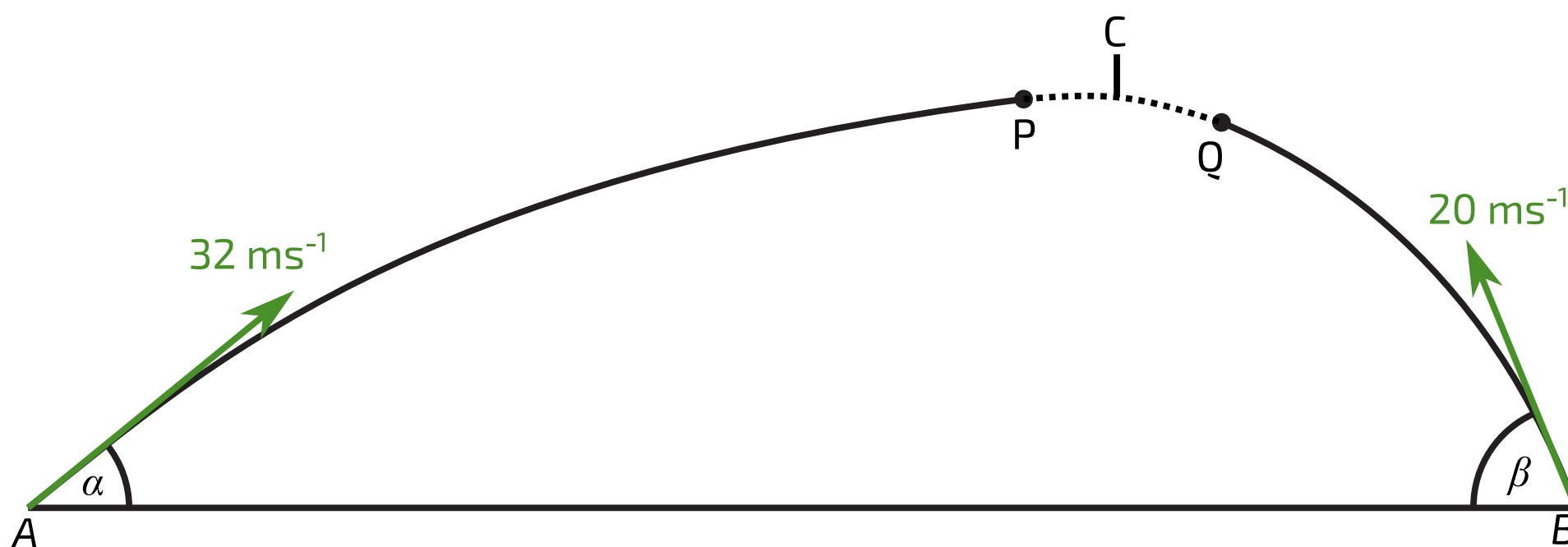


Figure 1: The trajectory of a particle P .

A particle P is projected with speed 32 m s^{-1} at an angle of elevation α , where $\sin \alpha = \frac{3}{5}$, from a point A on horizontal ground. At the same instant a particle Q is projected with speed 20 m s^{-1} at an angle of elevation β , where $\sin \beta = \frac{24}{25}$, from a point B on the same horizontal ground. The particles move freely under gravity in the same vertical plane and collide with each other at the point C at the instant when they are travelling horizontally.

Part A Velocities of P and Q

Express the velocity of P in vector form using the unit vectors \underline{i} and \underline{j} , where \underline{i} is a unit vector in the direction of \overrightarrow{AB} and \underline{j} is a unit vector vertically upwards.

The following symbols may be useful: \underline{i} , \underline{j} , \underline{k}

Express the velocity of Q in vector form using the unit vectors \underline{i} and \underline{j} , where \underline{i} is a unit vector in the direction of \overrightarrow{AB} and \underline{j} is a unit vector vertically upwards.

The following symbols may be useful: \underline{i} , \underline{j} , \underline{k}

Part B Height of C

Calculate the height of C above the ground. Give your answer to 3 significant figures.

Part C Time in air

Find the time, t , between projection and collision. Give your answer to 3 significant figures.

Part D Distance AB

Calculate the distance AB . Give your answer to 3 significant figures.

Adapted with permission from UCLES, A Level, June 2016, OCR M2, Question 7

Gameboard:

STEM SMART Double Maths 23 - Vector Equations of Motion

All materials on this site are licensed under the **Creative Commons license**, unless stated otherwise.



Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Particles Moving on a Surface](#)

Particles Moving on a Surface

A Level



A particle Q of mass 0.2 kg is projected horizontally with velocity 4 m s^{-1} from a fixed point A on a smooth horizontal surface. At time $t \text{ s}$ after projection Q is $x \text{ m}$ from A and is moving away from A with velocity $v \text{ m s}^{-1}$. There is a force of $3 \cos 2t \text{ N}$ acting on Q in the positive x -direction.

Part A Expression for velocity

Find an expression for the velocity of Q at time t .

The following symbols may be useful: $\cos()$, $\sin()$, t , $\tan()$, v

Part B Maximum and minimum

State the maximum value of the velocity of Q as t varies. Give your answer to 3 significant figures.

State the minimum value of the velocity of Q as t varies. Give your answer to 2 significant figures.

Part C Average velocity

Find the average velocity of Q between the times $t = \pi$ and $t = \frac{3}{2}\pi$. Give your answer to 3 significant figures.

Part D Particle's velocity

A particle P moves in a plane. Its displacement from the starting point, R , varies with time, t , as follows:

$$R = \begin{pmatrix} 2t^2 \sin \pi t - 1 \\ 1 + t^3 \end{pmatrix}$$

Where displacement is measured in metres and time is measured in seconds.

What is the x -component of the particle's velocity?

The following symbols may be useful: `cos()`, `pi`, `sin()`, `t`, `tan()`

What is the y -component of the particle's velocity?

The following symbols may be useful: `cos()`, `pi`, `sin()`, `t`, `tan()`

Part E Speed of particle

Find the speed of the particle when $t = 2$. Give your answer to 3 significant figures.

Adapted with permission from UCLES, A Level, June 2016, OCR M3, Question 2

Gameboard:

STEM SMART Double Maths 23 - Vector Equations of Motion

All materials on this site are licensed under the [Creative Commons license](https://creativecommons.org/licenses/by/4.0/), unless stated otherwise.



Physics. *You work it out.*

[Home](#) [Gameboard](#) [Maths](#) [Ships at Sea](#)

Ships at Sea

A Level



Part A Unit vector

Find the unit vector in the same direction as $\underline{p} = 6\underline{i} - 3\underline{j} + 2\underline{k}$ in $\underline{i}, \underline{j}, \underline{k}$ format.

The following symbols may be useful: \underline{i} , \underline{j} , \underline{k} , \underline{p}

Hence, find a vector of magnitude 4 parallel to \underline{p} .

The following symbols may be useful: \underline{i} , \underline{j} , \underline{k} , \underline{p}

Part B S and T

In an experiment two ships, S and T , move in a calm sea.

S and T are considered to be represented by single points in space. Which single word describes an object for which such an assumption is made?

Part C **Position of S**

S starts from the origin and moves with constant velocity $\underline{v}_1 = 4\underline{i} - 3\underline{j}$, where \underline{v}_1 is measured in km h^{-1} .

Write down the position vector of S in terms of t using ijk notation.

The following symbols may be useful: \underline{i} , \underline{j} , \underline{k} , t

Part D **Calm sea assumption**

T starts from the point with position vector $(3\underline{i} - 5\underline{j})$ and moves with constant velocity $\underline{v}_2 = (\underline{i} + 4\underline{j})$ where \underline{v}_2 is measured in km h^{-1} .

Using the information given, justify limiting the velocity vectors of S and T to two dimensions.

Easier question?

Part E **Do they meet?**

Do S and T ever meet? If so, find the time in seconds. If not, enter in 0.

Part F **Minimum distance**

Find the minimum distance between S and T . Give your answer using exact fractions and surds.

Part G Finding y

A second experiment is undertaken. The behavior of S is unchanged. T starts from the same point as before, but this time it is the intention that S and T meet. The required constant velocity to set for T is of the form $(\underline{i} + y\underline{j})$.

Find the value of y .

Part H Percentage accuracy

The ships are each approximately 40 m long. Estimate the maximum percentage error in the calculation of the time it takes for the ships to meet due to using the assumption described in [Part B](#). Give your answer to 1 significant figure.

Created for isaacphysics.org by Sally Waugh

All materials on this site are licensed under the [Creative Commons license](#), unless stated otherwise.