

Gameboard

Maths

Projectiles: Trajectories 4ii

Projectiles: Trajectories 4ii



A particle P is projected with speed $40\,\mathrm{m\,s^{-1}}$ at an angle of $35\,^\circ$ above the horizontal from a point O.

Part A Magnitude of velocity

For the instant $3\,\mathrm{s}$ after projection, calculate the magnitude of the velocity of P. Give your answer to $3\,\mathrm{s}$ significant figures.

Part B Direction of velocity

For the instant $3 \, \mathrm{s}$ after projection, calculate the direction of the velocity of P. Give your answer as an angle, in degrees, below the horizontal to $3 \, \mathrm{significant}$ figures.

Used with permission from UCLES, A Level, January 2012, OCR M2, Question 1



<u>Gameboard</u>

Maths

Projectiles: Trajectories 1i

Projectiles: Trajectories 1i



A stone is projected horizontally with speed $7\,\mathrm{m\,s^{-1}}$ from a point O on the edge of a vertical cliff. The horizontal and upward vertical displacements of the stone from O at any subsequent time, t seconds, are t m and t m respectively. Assume that there is no air resistance.

Part A x in terms of y

In this question, use the value $g=9.8\,\mathrm{m\,s^{-2}}$ for the acceleration under gravity.

By first expressing x and y in terms of t, find an expression for y in terms of x.

The following symbols may be useful: x, y

Part B Distance between cliff and stone

The stone hits the sea at a point which is $20 \,\mathrm{m}$ below the level of O.

Find the distance between the foot of the cliff and the point where the stone hits the sea. Give your answer to 3 significant figures.

Part C Speed and direction of motion

Find the speed of the stone immediately before it hits the sea. Give your answer to 2 significant figures.

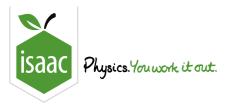
Find the direction of motion of the stone immediately before it hits the sea. Give your answer as an angle below the horizontal to 3 significant figures.

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STEM SMART Single Maths 39 - Projectiles & Parametric

Equations



Gameboard

Maths

Projectiles: Trajectories 4i

Projectiles: Trajectories 4i



A particle is projected with speed $7\,\mathrm{m\,s^{-1}}$ at an angle of elevation of 30° from a point O and moves freely under gravity. The horizontal and vertically upwards displacements of the particle from O at any subsequent time $t\,\mathrm{s}$ are $x\,\mathrm{m}$ and $y\,\mathrm{m}$ respectively.

Part A x & y in terms of t

In this question, use the value $g=9.8\,\mathrm{m\,s^{-2}}$ for the acceleration under gravity.

Express x in terms of t. When entering your answer, use fractions and surds rather than decimals.

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

Express y in terms of t. When entering your answer, use fractions rather than decimals.

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

Part B y in terms of x

Hence find the equation, y in terms of x, for the trajectory of the particle.

The following symbols may be useful: x, y

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Calculate the smaller of two values of x when y = 0.6. Give your answer as an exact surd.

Calculate the larger of two values of x when y=0.6. Give your answer as an exact surd.

Part D Direction of motion

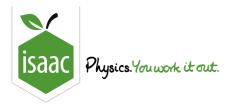
Find the direction of motion of the particle when y=0.6 and the particle is rising. Give your answer as an angle from the horizontal and to 3 significant figures.

Adapted with permission from UCLES, A Level, OCR M2, June 2011, Question 5

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Equations



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Maths

Parametric Equations 3ii

Parametric Equations 3ii



Figure 1 shows the curve with parametric equations

$$x = a \sin \theta, \ y = a \theta \cos \theta,$$

where a is a positive constant and $-\pi \le \theta \le \pi$. The curve meets the positive y-axis at A and the positive x-axis at B.

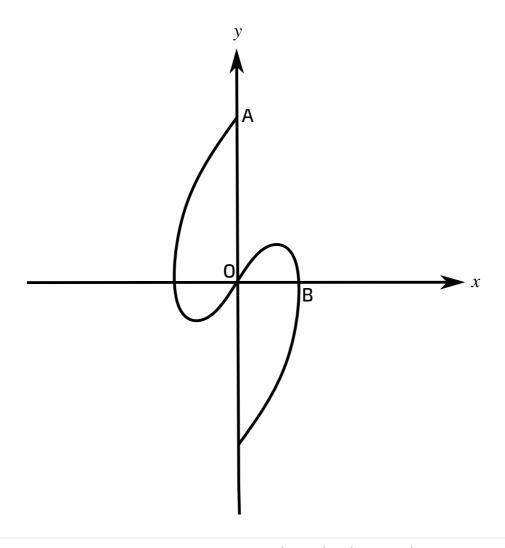


Figure 1: The graph defined by $x=a\sin\theta, y=a\theta\cos\theta$ for $-\pi\leq\theta\leq\pi$.

Part A Points O, A and B

Write down the value of θ corresponding to the origin.

 $The following symbols may be useful: \verb|arccos(|), arcsin(|), arctan(|), cos(|), cosec(|), cot(|), pi, sec(|), sin(|), tan(|), the tangle of the following symbols may be useful: \verb|arccos(|), arcsin(|), arctan(|), cos(|), cosec(|), cot(|), pi, sec(|), sin(|), tan(|), the tangle of the following symbols may be useful: \verb|arccos(|), arcsin(|), arctan(|), cos(|), cosec(|), cot(|), pi, sec(|), sin(|), tan(|), the tangle of the following symbols may be useful: \verb|arccos(|), arcsin(|), arctan(|), cos(|), cosec(|), cot(|), pi, sec(|), sin(|), tan(|), ta$

State the y coordinate of A.

The following symbols may be useful: a, arccos(), arccosec(), arccot(), arcsec(), arcsin(), arctan(), cos(), cosec(), cot(), pi, sec(), sin(), tan(), y

State the x coordinate of B.

The following symbols may be useful: a, arccos(), arccosec(), arccot(), arcsec(), arcsin(), arctan(), cos(), cosec(), cot(), pi, sec(), sin(), tan(), x

Part B Gradient

Find an expression for $\frac{dy}{dx}$.

The following symbols may be useful: , Derivative(y, x), arccos(), arccosec(), arccos(), arc

Part C Tangent equation

Find the equation for the tangent to the curve at the origin.

The following symbols may be useful: x, y

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Equations



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Maths

Parametric Equations 1ii

Parametric Equations 1ii



A curve is defined by the parametric equations

$$x = \sin^2 \theta, y = 4 \sin \theta - \sin^3 \theta$$

where
$$-\frac{\pi}{2} \leq \theta \leq \frac{\pi}{2}$$
.

Part A Differential $\frac{\mathrm{d}y}{\mathrm{d}x}$

Find an expression for $\frac{dy}{dx}$.

The following symbols may be useful: Derivative(y, x), arccose(), arccosec(), arccosec(),

Part B Point on the curve

Find the coordinates of the point on the curve at which the gradient is 2.

Find the *x* coordinate.

Find the *y* coordinate.

Part C Stationary points

Drag and drop answers into the boxes below to complete the argument showing that the curve has no stationary points.

If the curve has stationary points, $\frac{\mathrm{d}y}{\mathrm{d}x}$ at those points. Hence, using the expression for $\frac{\mathrm{d}y}{\mathrm{d}x}$ found in part A,

Items:

Part D Cartesian equation

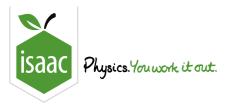
Find a cartesian equation of the curve, giving your answer in the form $y^2 = f(x)$.

The following symbols may be useful: x, y

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Maths

Parametric Equations 2i

Parametric Equations 2i



A curve has parametric equations

$$x=\frac{1}{t+1}, y=t-1.$$

The line y = 3x intersects the curve at two points.

Part A Value of t

Show that the value of t at one of these points is -2 and find the value of t at the other point.

The following symbols may be useful: t

Part B Normal

Find the equation of the normal to the curve at the point for which t=-2, giving your answer in the form y=f(x).

The following symbols may be useful: x, y

Part C Value of t

Find the value of t at the point where this normal meets the curve again.

The following symbols may be useful: t

Part D Cartesian Equation

Find a cartesian equation of the curve, giving your answer in the form y = f(x).

The following symbols may be useful: x, y

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Equations



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Parametric Integration 1



The curve C has parametric equations

$$x = 2t^2 - 3$$
 $y = t(4 - t^2)$

The curve crosses the x-axis at the points A and B and the region R is enclosed by the loop of the curve, as shown in **Figure 1**.

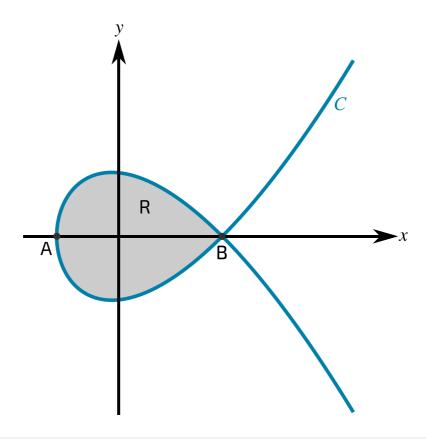


Figure 1: A graph of the curve C.

Part A	Point	Α
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Find the x -coordinate of the point A.
Part B Point B
Find the x -coordinate of the point B.
Part C Area of R

The region R is enclosed by the loop of the curve, as shown in **Figure 1**. Find the exact value of the area of R.

Created for isaacphysics.org by Matthew Rihan

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Equations



Gameboard

Maths

Parametric Equations 4i

Parametric Equations 4i



A curve has parametric equations

$$x = 2\sin t$$
, $y = \cos 2t + 2\sin t$

for
$$-\frac{\pi}{2} \leq t \leq \frac{\pi}{2}$$
.

Part A Derivative

Find $\frac{\mathrm{d}y}{\mathrm{d}x}$ as a function of t.

The following symbols may be useful: Derivative(y, x), cos(), cosec(), cot(), sec(), sin(), t, tan(), x, y

Part B Coordinates

Find the x-coordinate of the stationary point.

The following symbols may be useful: \times

Find the y-coordinate of the stationary point.

The following symbols may be useful: y

Part C Equation

Find the cartesian equation of the curve.

The following symbols may be useful: x, y

Part D Range

Find the range of values x can take.

What form does your answer take? Choose from the list below, where a and b are constants and a < b, and then find a and/or b.

- x < a
- $x \leq a$
- () x > a
- $x \ge a$
- a < x < b
- $\bigcirc \quad a \leq x \leq b$
- () x < a or x > b
- $x \le a \text{ or } x \ge b$

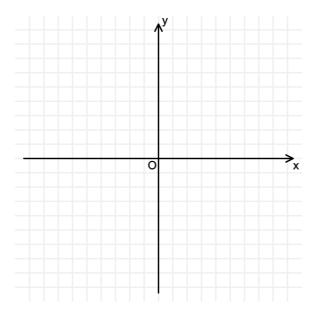
Write down the value of a.

Write down the value of b (or if your chosen form has no b, write "n").

The following symbols may be useful: n

Part E Sketch

Hence sketch the curve.



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