

<u>Home</u>

Gameboard

Physics Mechanics Kinematics

**Relative Motion 5.1** 

## **Relative Motion 5.1**



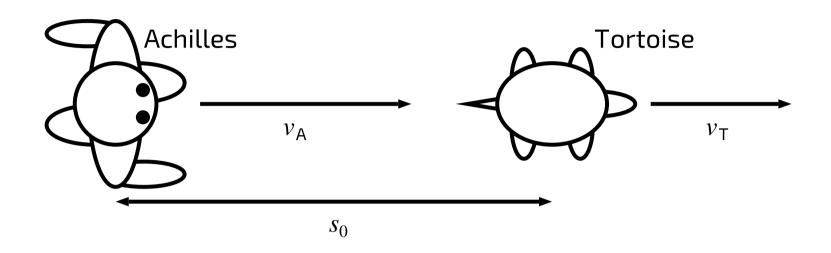


Figure 1: Achilles chasing the tortoise.

#### Quantities:

 $v_{\mathsf{A}}$  velocity of Achilles (m  $\mathrm{s}^{-1}$ )

 $v_{\mathsf{T}}$  velocity of tortoise  $(\mathrm{m\,s^{-1}})$ 

T time for Achilles to catch up (s)

 $s_0$  initial displacement (m)

s displacement (m)

t time since start (s)

**Equations:** 

$$v=rac{s}{t}$$

Use the equations above to derive expressions for:

#### The velocity of Achilles relative to the tortoise Part A

the velocity of Achilles relative to the tortoise  $v_{\mathsf{REL}}$ .

The following symbols may be useful: T, s,  $s_0$ , t,  $v_A$ ,  $v_REL$ ,  $v_T$ 

## Part B The time for Achilles to catch up

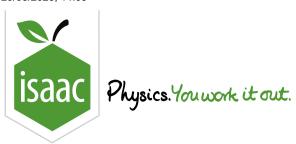
the time for Achilles to catch up with the tortoise T, in terms of  $v_{\mathsf{A}}$  and  $v_{\mathsf{T}}$ .

The following symbols may be useful: T, s, s\_0, t, v\_A, v\_REL, v\_T

#### Part C The displacement of the tortoise relative to Achilles

the displacement of the tortoise  $\boldsymbol{s}$  relative to Achilles as a function of time t.

The following symbols may be useful: T, s,  $s_0$ , t,  $v_A$ ,  $v_REL$ ,  $v_T$ 



Home Gameboard Physics Mechanics Kinematics Relative Motion 5.3

## **Relative Motion 5.3**



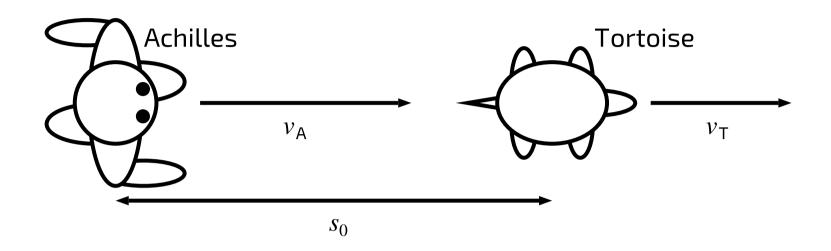
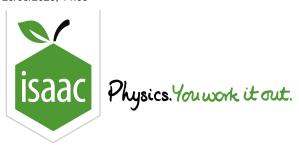


Figure 1: Achilles chasing the tortoise.

Following on from Example 1, when the tortoise travelling at  $18.0\,\mathrm{m\,s^{-1}}$  is  $1.00\,\mathrm{km}$  away from Achilles, Achilles gets into a motor vehicle that can travel at  $96.5\,\mathrm{km\,h^{-1}}$ . Calculate how far ahead of the tortoise Achilles is after  $2\,\mathrm{minutes}$ .

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<u>Home</u> <u>Gameboard</u>

Physics

Mechanics Dynamics

Essential Pre-Uni Physics F2.5

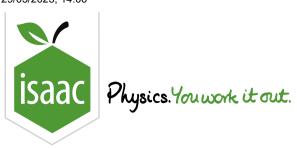
# Essential Pre-Uni Physics F2.5



A rocket (containing a space probe) is travelling at  $7000\,\mathrm{m\,s^{-1}}$  in outer space. The  $2000\,\mathrm{kg}$  probe is ejected from the front of the rocket (forwards) using a big spring. If the speed of the probe afterwards is  $7200\,\mathrm{m\,s^{-1}}$ , and the rest of the rocket has a mass of  $6000\,\mathrm{kg}$ , what is the speed of the rest of the rocket? Give your answer to 4 significant figures.

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<u>Home</u> <u>Gameboard</u> Physics

Mechanics Dynamics

Elastic Collisions 4.1

## **Elastic Collisions 4.1**



Before collision

 $\stackrel{\longleftarrow}{M}^{V_0}$ 

After collision

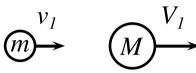


Figure 1: Definitions of variables used in elastic collisions questions

#### Quantities:

p,P momentum ( $\log \mathrm{m\,s^{-1}}$ )

v,V velocity (m  $m s^{-1}$ )

k,K kinetic energy (J)

m, M mass (kg)

**Equations:** 

$$p=mv$$
  $k=rac{1}{2}mv^2$   $P=MV$   $K=rac{1}{2}MV^2$   $p_0+P_0=p_1+P_1$   $k_0+K_0=k_1+K_1$ 

Use the equations above to derive expressions for:

#### Part A Final velocity $V_1$ of M

the final velocity  $V_1$  of M if M was <u>stationary</u> at the beginning and the initial and final velocities of m ( $v_0$  and  $v_1$ ) are known.

The following symbols may be useful: M,  $V_1$ , m,  $v_0$ ,  $v_1$ 

## Part B $\hspace{1.5cm} V_1$ with equal masses and m stopped

 $V_1$  if the masses are equal (M=m), M begins at rest  $(V_0=0)$ , m is stopped by the collision  $(v_1=0)$  and  $v_0$  is known.

The following symbols may be useful: M, V\_0, V\_1, m, v\_0, V\_1

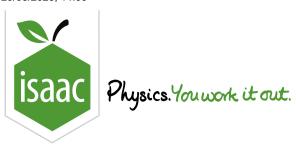
## Part C k+K in terms of p+P

(very involved) k+K in terms of  $p+P,\,M,\,m$  and the relative velocity r=v-V, where the quantities are all before **or** all after the collision. (See Hint 3 below)

The following symbols may be useful: K, M, P, k, m, p, r

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Home Gameboard Physics Mechanics Dynamics Elastic Collisions 4.6

## **Elastic Collisions 4.6**

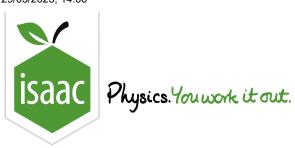


In space, an elastic 'sling shot' collision is arranged between a  $6.4 \times 10^{24} \, \mathrm{kg}$  planet moving at  $9.0 \, \mathrm{km \, s^{-1}}$  towards a  $6000 \, \mathrm{kg}$  spacecraft which is also moving at  $4.5 \, \mathrm{km \, s^{-1}}$  towards the planet.

Calculate the final speed of the spacecraft.

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## **Elastic Collisions 4.7**



A neutron (of mass m) travelling at  $2.4 \times 10^5 \, \mathrm{m \, s^{-1}}$  collides elastically with a <u>stationary</u> carbon nucleus (mass M=12m) head on. Calculate,

#### Part A The final speed of the nucleus

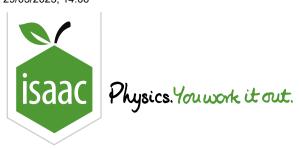
Calculate the final speed of the carbon nucleus.

#### Part B The percentage of the KE given to the nucleus

Calculate the percentage of the neutron's kinetic energy which is given to the nucleus.

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Home Gameboard Physics Mechanics Dynamics Elastic Collisions 4.8

## **Elastic Collisions 4.8**



A neutron (of mass m) travelling at  $2.4 \times 10^5 \, \mathrm{m \, s^{-1}}$  collides elastically with a <u>stationary</u> iron nucleus (mass M=65m) head on. Calculate,

## Part A The final speed of the nucleus

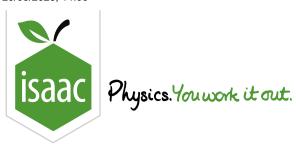
Calculate the final speed of the iron nucleus.

#### Part B The percentage of the energy given to the nucleus

Calculate the percentage of the neutron's kinetic energy which is given to the nucleus.

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<u>Home</u>

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Mechanics

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Maximum Deflection of a Particle

## Maximum Deflection of a Particle



A particle of mass 5m collides elastically with a <u>stationary</u> particle of mass m.

What is the maximum angle of deflection of mass 5m? Give your answer to three significant figures.