

-	CONTENT CHECKLIST (FROM TEXTBOOK)	
	GRAVITY & MOTION o the force due to gravity	
	o motion in a gravitational field o equilibrium of forces	
	SUBSTRAMAGNETICAN SUNIT 3	
	electric fields	
	o magnetic field \$ force	
	o magnetic field \$ emf	
	WAVE-PARTICLE DUALITY & THE QUANTUM THEORY	
	o wave-particle duality \$ the quantum theory	
	SPECIAL RELATIVITY	
	o special relativity $>$ UNIT 9	
	THE STANDARD MARREL	
	o the standard model	
	o the standard model	

TIPS FOR SOLVING PROJECTILE MOTION QUESTIONS 19.47 pearson

- I construct a diagram showing the projectile's motion to set the problem out clearly. Write out the information supplied for the horizontal and vertical components separately
- 2. in the norizontal direction, the velocity, V, of the projectile is constant, so the only formula needed is $Vav = \frac{S}{E}$
- 3. in the vertical direction, the projectile is moving with a constant acceleration (9.8 m/s² down), and so the equations of motion for uniform acceleration must be used. These include:

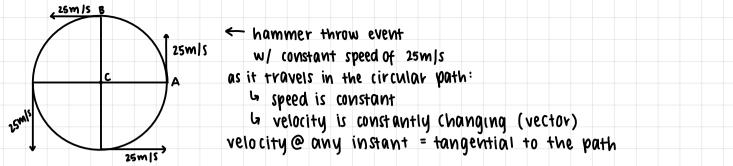
$$v = U + at$$

$$s = Ut + \frac{1}{2}at^{2}$$

 $V^2 = U^2 + 2as$

- 4. in the vertical direction, it is important to clearly specify whether up or down is the positive or negative direction. Either choice will work just as effectively. The same convention needs to be used consistently throughout each problem
- 5. if a projectile is launched norizontally, its horizontal velocity throughout the flight is the same as its initial velocity
- 6. Pythagoras' theorem can be used to determine the actual speed of the projectile at any point
- 7. if the velocity of the projectile is required, it is necessary to provide a direction with respect to the horizontal plane as well as the speed of the projectile

TEXTBOOK NOTES - CIRCULAR MOTION IN A HORIZONTAL PLANE



PERIOD + FREQUENCY SPEED

$f = \frac{1}{T}$	$T = \frac{1}{f}$	circumference = 2TTr per revolution	
ί _{Hz}	ts	speed = <u>distance</u> _ circumference	$v = 2\pi r^{2}$
		time period	1 Tres

/ m[s

WORKED EXAMPLE

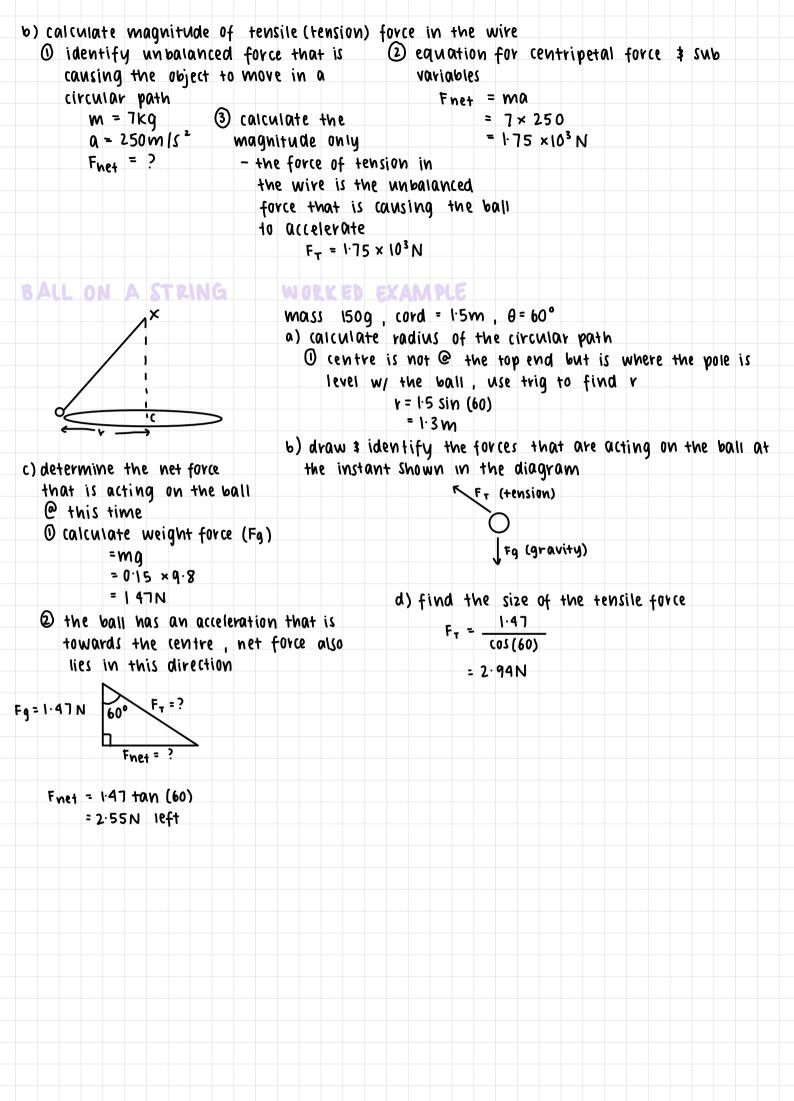
wind turbine, 55m long, f=20 revolutions/minute find v of tips of blades answer in km/h

O calculate period (T)	② sub r + T into the formula	③ convert m/s → km/h
$\frac{20}{60} = 0.33 \text{Hz}$	for speed, solve for v	
	$v = 2\pi r$	115·2 × 3·6
$T = \frac{1}{f} = \frac{1}{0.33} = 3S$	T	= 415 km/h
	$=\frac{2\pi(55)}{3}$	
	$= (15 \cdot 2m)s$	

CENTRIPETAL ACCELERATION

since velocity is changing, it	is accelerating	
- the object is continually dev	iating inwards from its st	vaight-line direction \$ 50 has
an acceleration towards the c	entre	
h this is centripetal ac	celeration	$F_{net} = Ma = \frac{MV^2}{r} = \frac{4TT^2 rM}{T^2}$
	2	
an acceleration towards the c b this is centripetal ac $a = \frac{v^2}{r}$ $v = \frac{2\pi r}{T}$ ($= \frac{V}{r}$	Fnet - centripetal force (N)
	2TTr + -	
	$=$ $\frac{1}{T}$ r	
	$= 4\pi^2 r$	
	Γ^2	
WORKED EXAMPLE 2		
mass = 7kg, ball is moving at	20m/c radius = 1.6m	
a) calculate the magnitude of		
1) write variables given		ation
V= 20m/s	W/ the variables you hi	
r = 1.6 M	v	
Q=?	$a = \frac{v^2}{r}$	

$$=\frac{20^2}{1.6}=250 \text{ m/s}^2$$



TEXTBOOK NOTES - CIRCULAR MOTION ON BANKED TRACKS

- enables vehicles to travel at nigher speeds without skidding

BANKED CORNERS

when cars travel in circular paths on horizontal roads, they are relying on the force of friction between the tyres and the road to provide the sideways force that keeps the car turning in the circular path

top view $\begin{array}{c} rear \\ view \\ \hline F_{N} \\ \hline F_{f} \\ \hline F_{a} \\ \hline \end{array} \\ \begin{array}{c} rear \\ \hline F_{f} \\ \hline \end{array} \\ \begin{array}{c} c \\ c \\ \hline \end{array} \\ \end{array}$ acceleration towards the centre (c)

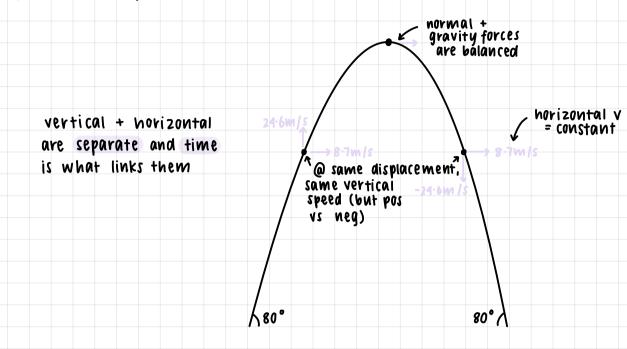
v= Constant speed normal + reaction forces = balanced gravity

Fnet a c

design speed: the O @ which the car can travel at a speed so that there is no sideways frictional force 4 i.e no tendency to drift higher or lower on the track

🝾 projectile motion 🖌

the norizontal motion of the launched projectile has NO EFFECT on its vertical motion (and vice versa)



PROJECTILE MOTION

- if air res is ignored, Fg is the only acting force during flight

vertical component 9.8m/s downwards norizontal component uniform

- can be used to find. can be - time of flight - ra
 - max height

- can be used to find :
 - range (norizontal s)

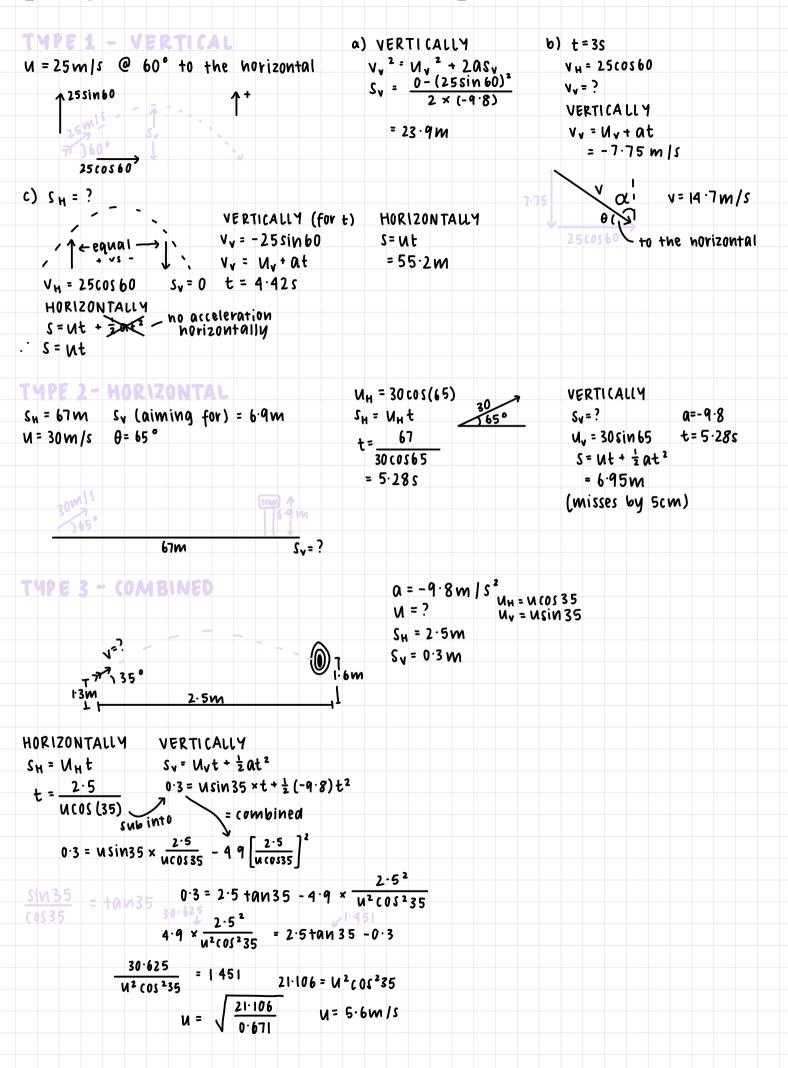
`×

- angle of projection
- initial velocity
- time of flight

vector components

- horizontal and vertical components must be at right angles L
- horizontal = vector cos o
- vertical = vector sino
 - (0 must be the angle adjacent to the horizontal component

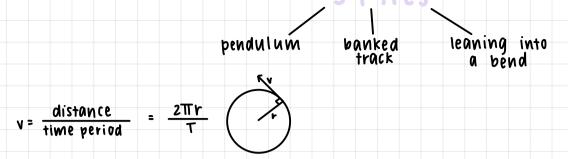
projectile motion examples





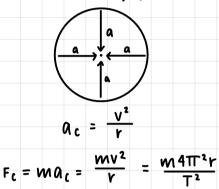
horizontal circular motion





CENTRIPETAL FORCE

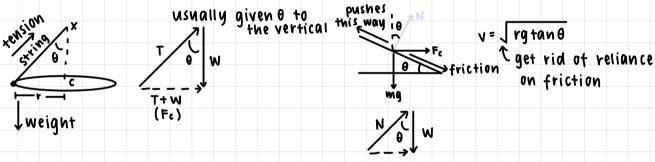
(center-seeking force)



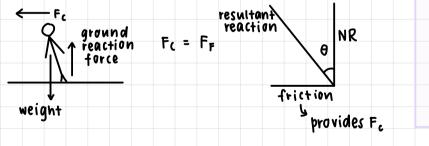
what causes the centripetal force ? ball on a string - T in string moon in orbit - gravitational F electron in orbit - electrostatic F circling ice skater - N reaction force of ice racing car turning on banked track - N force of track

TMPE 2 - BANKED TRACK

TYPE 1 - PENDULUM



TYPE 3 - LEANING INTO A BEND

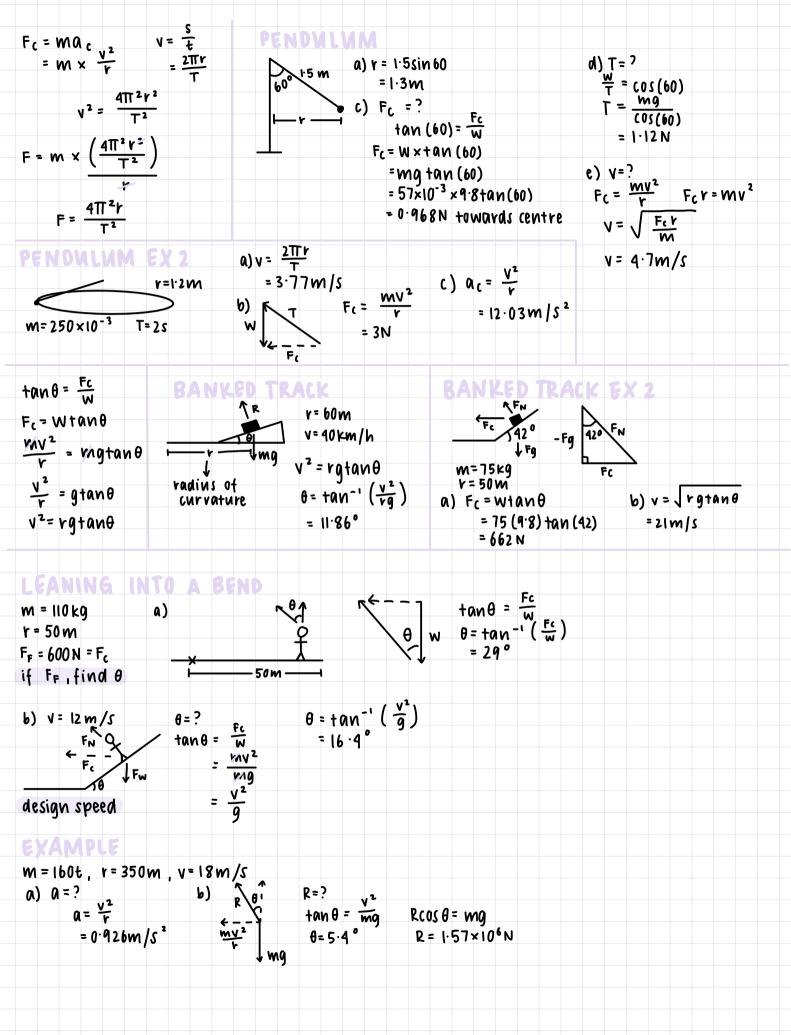


general steps for solving:

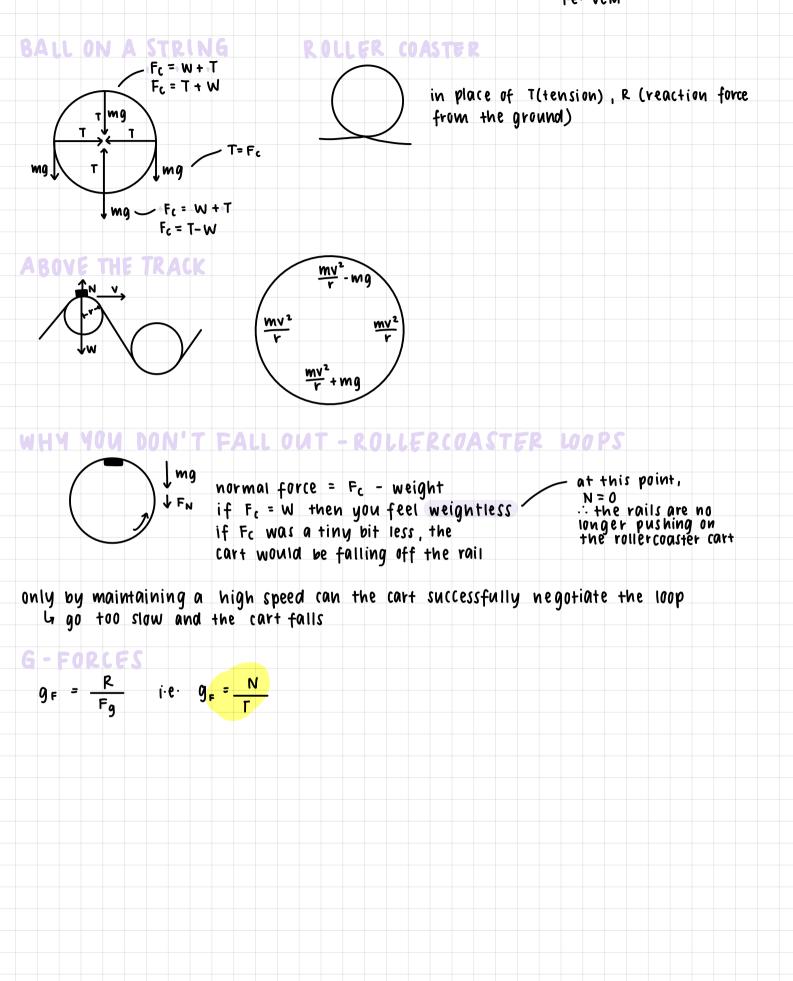
() draw vector diagram

② solve w/ trig
(or can we pythag)

derivations & examples - HCM



vertical circular motion

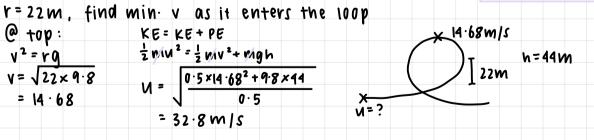


derivations & examples - VCM

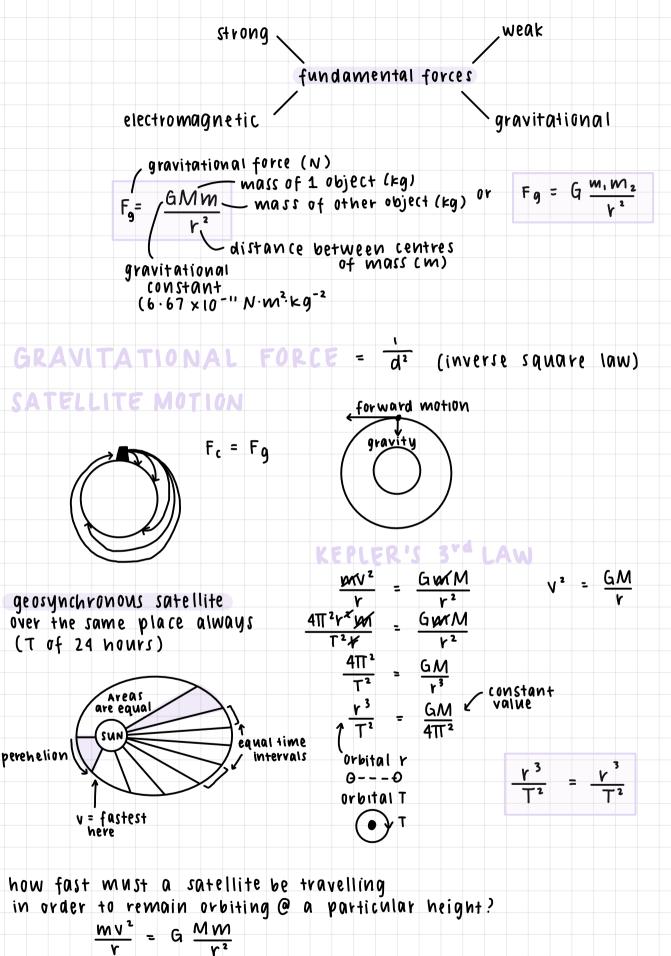
m=0.2kg, r=0.6m, v=3m/s F. ITT a) T=? Ţ= ? $\frac{MV^2}{r}$ + mg $F_c = T + (-W)$ FC= T-W = 1.74N $T = \frac{mv^2}{r} + mg$ = 4.96N EXAMPLE 2 m=100g, r=80cm a) f=2, find T Max T= 18N b) Fc TT T@ top=? T@ bottom= ? bottom = max tension $18 = 4TT^{2} mrf^{2} + mq$ = 4 TT² × (0 · 1) (0 · 8) f² + 0 · 98 $V = \frac{S}{E} \frac{p \ln g}{\ln t0} \frac{m V^2}{r} - mg$ $V = \frac{2\pi r}{T}$ $f = \sqrt{\frac{18 - 0.98}{4\Pi^{2} \times 0.1 \times 0.8}}$ $T = \frac{4m\pi^2 r^2}{T^2 r} - mg$ = 2.32Hz (rotations per second) $= \frac{4m\Pi^2 r}{T^2} - mg$ $F_n = \frac{mV^2}{r} - mg$ T= 11.6W 0 = mv² - mg t to solve for max speed EXAMPLE 3 r=7.5m, T=10s, m=65kg $\frac{W1V^2}{r} = W1g$ 6) N = Fc + W a) @ top , find N weigntlessness $F_c = W + N$

 $F_c = W + N$ MV^2 + mg $v^2 = rg$ $N = F_c - W$ $= \frac{Mv^2}{r} - mg$ @ bottom find N $v = \sqrt{rg}$ = -444.74 NN = 829.26 N upany faster \$ you would fiy off(down = pos @ top) $mv = \sqrt{rg}$ $mv = \sqrt{rg}$

EXAMPLE 4

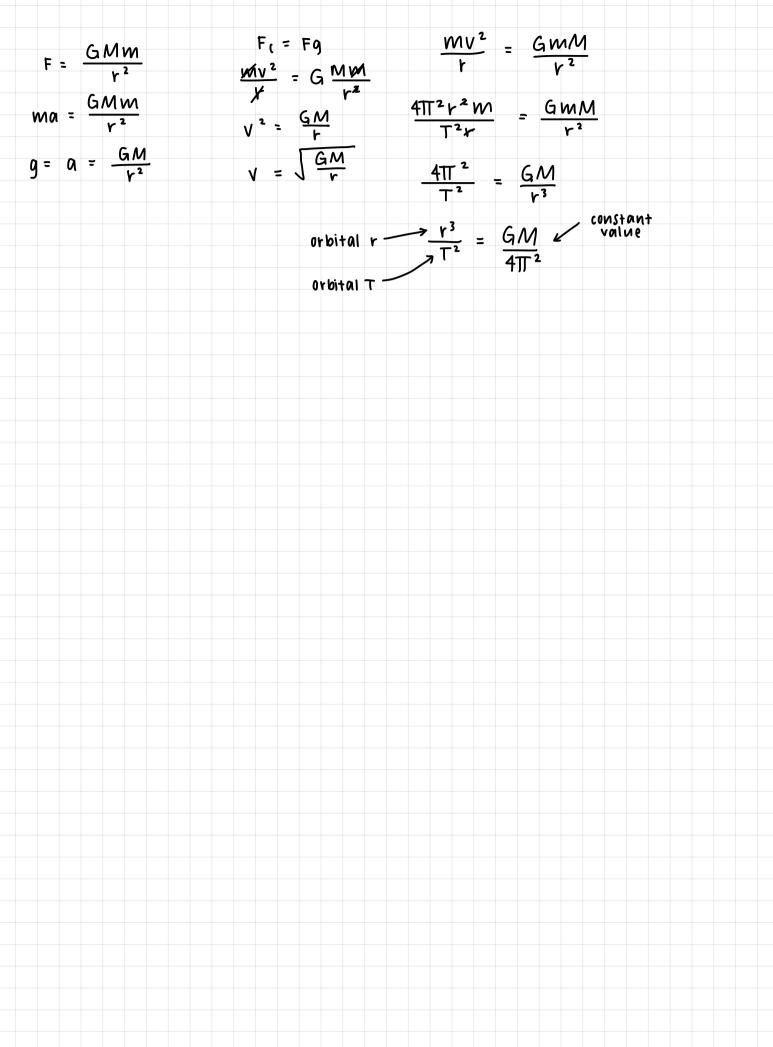


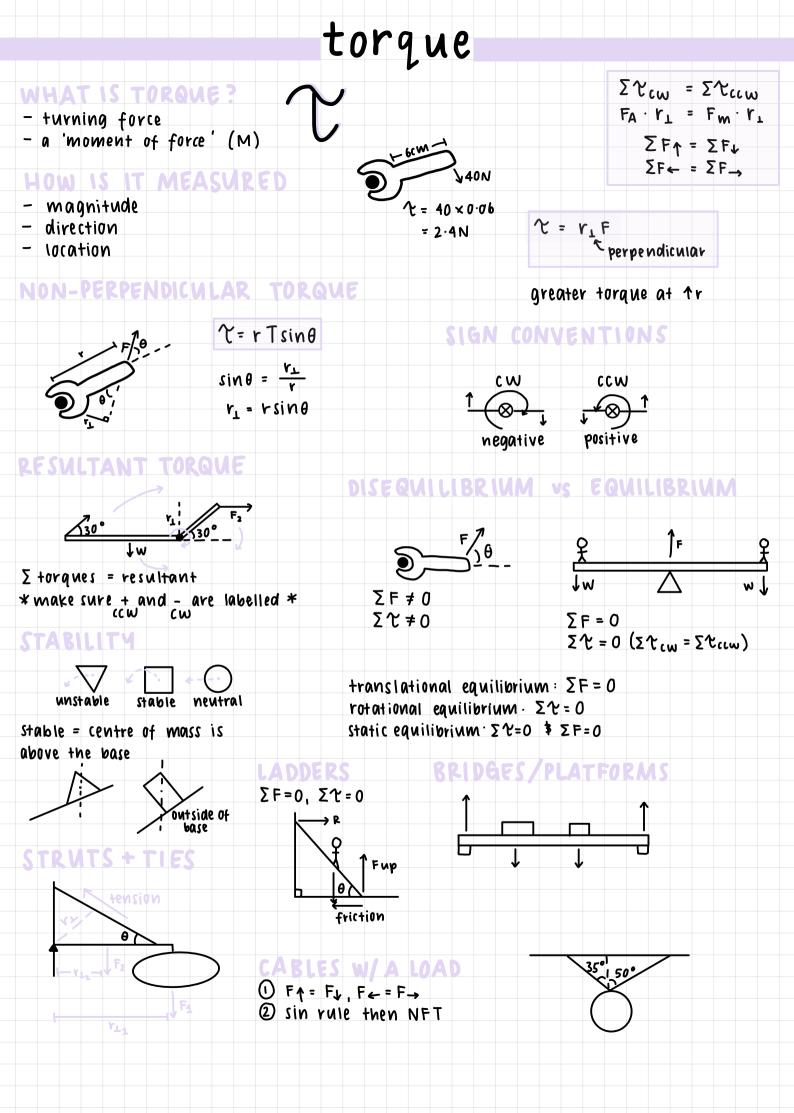
GRAVITATIONAL FIELDS + SATELLITE MOTION



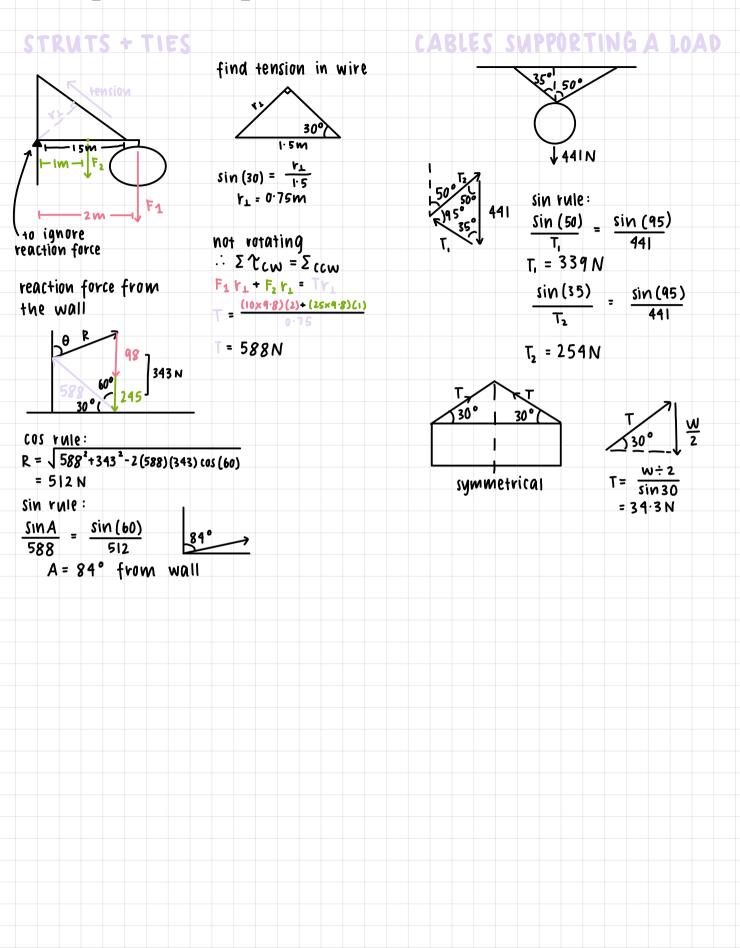
 $v^2 = \frac{GM}{r}$

derivations - satellites/ gravitational fields



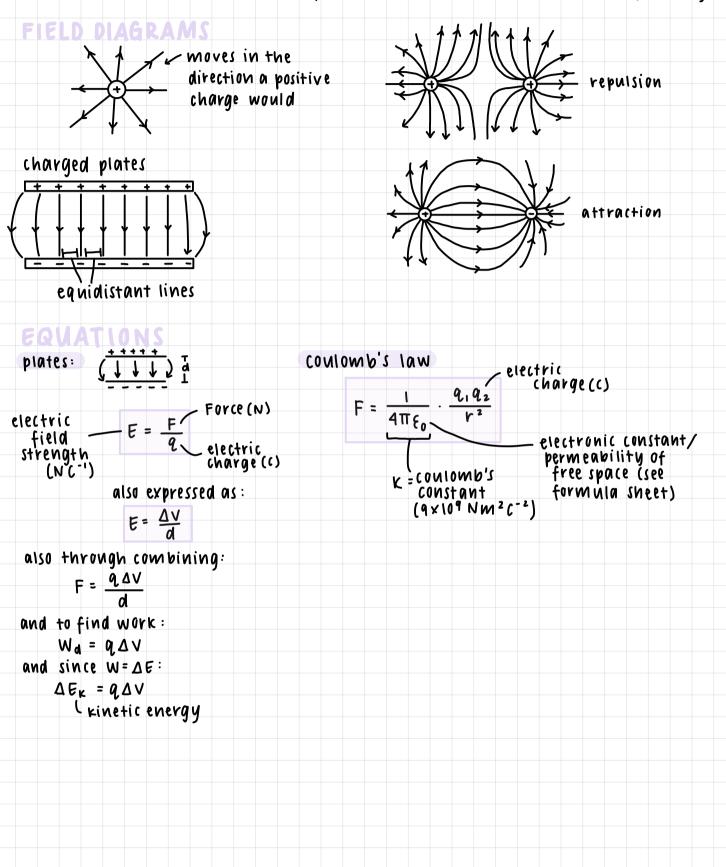


torque examples

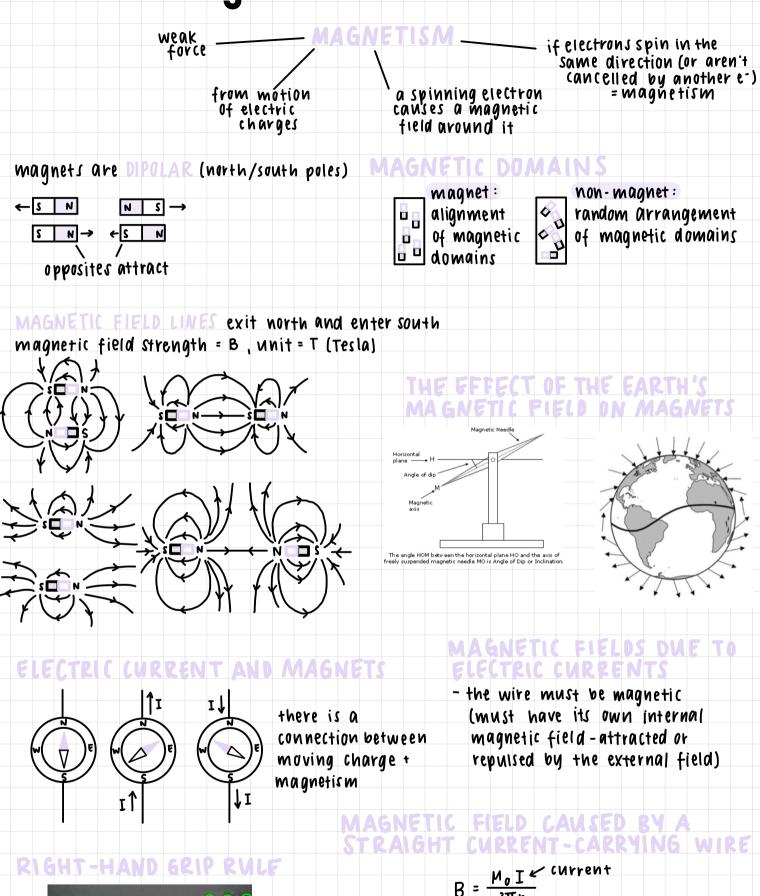




any charged object has a **REGION** around it - an **ELECTRIC FIELD** T is a vector quantity



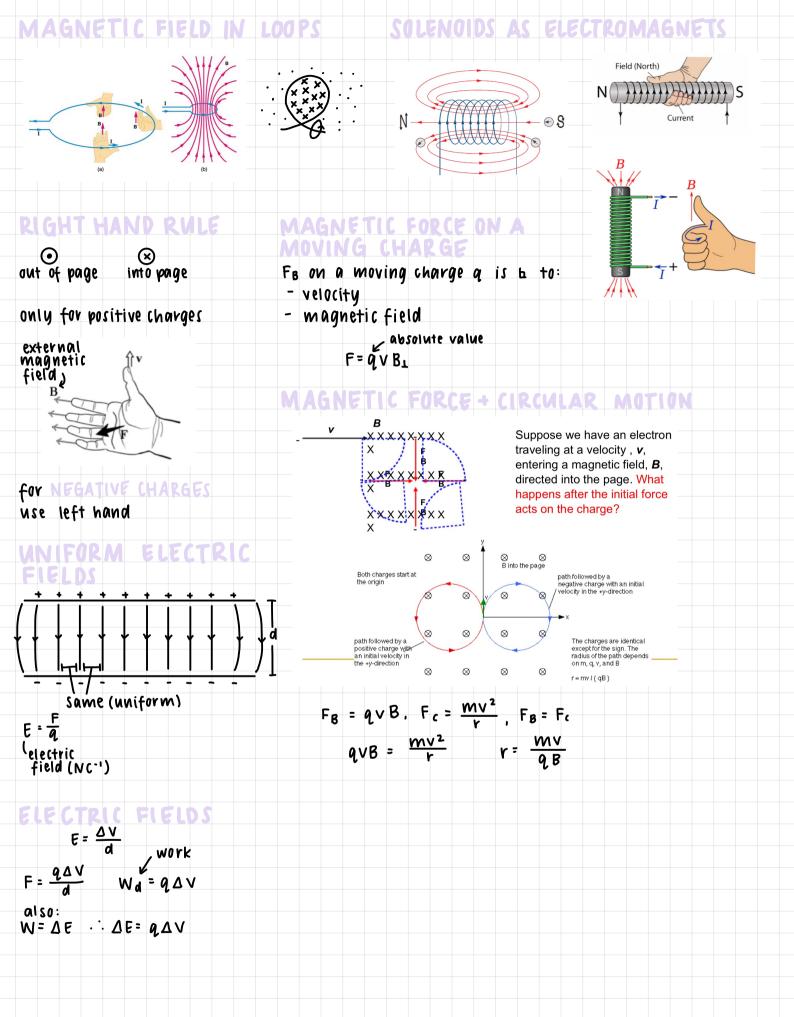
magnetic fields + forces



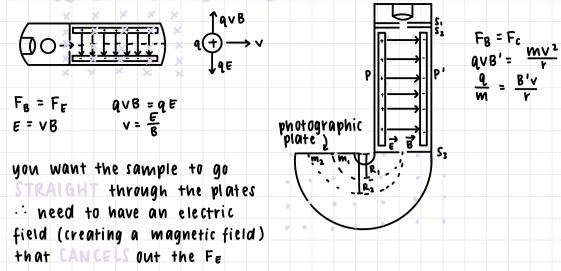
2TTr

distance from the wire

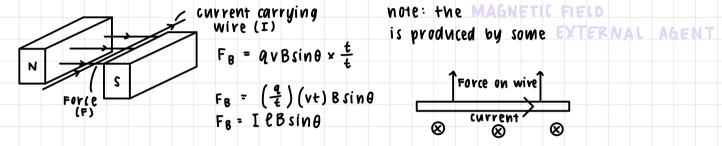




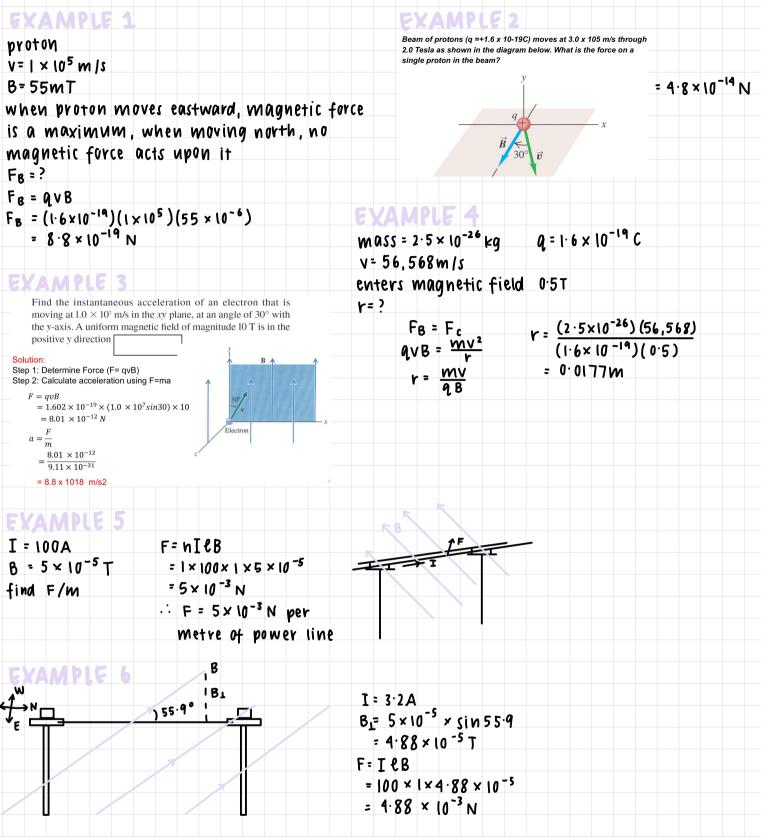
MASS SPECTROMETERS



FORCE DUE TO CHARGES MOVING IN A WIRE



magnetic fields + forces questions



THE MOTOR EFFECT

electrical motors: converts electrical energy to mechanical energy