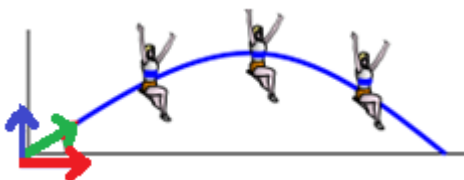




Projectile Motion

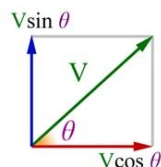
Definitions

Projectile motion Involves going up and down (vertically) **and** moving horizontally at the same time.



Whilst in the air, the object is called a **projectile**.

The **initial (starting) velocity** can be separated into two components at 90° to each other – **horizontal** and **vertical**.

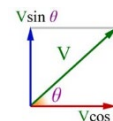


Equations

To solve:

Vertically $v = v \sin \theta$

Horizontally $v = v \cos \theta$



Once these have been calculated, do the following:

Vertically, use this kinematic equation:

$v_f = v_i + at$	final velocity	v_f	$m \text{ s}^{-1}$
	initial velocity	v_i	$m \text{ s}^{-1}$
	acceleration	a	$m \text{ s}^{-2}$
	time	t	s

where v_i = vertical component, $v_f = 0$ and $a = -9.8$ since the weight force creates a downward acceleration to find t (the time until the projectile has reached the top of its flight).

Time of flight = $2 \times t$

Horizontally, use this kinematic equation:

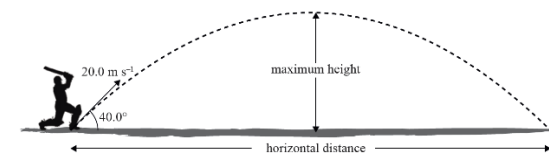
$d = v_i t + \frac{1}{2} at^2$	displacement	d	m
	initial velocity	v_i	$m \text{ s}^{-1}$
	acceleration	a	$m \text{ s}^{-2}$
	time	t	s

where v_i = horizontal component, $a = 0$ (as there are no forces acting horizontally) and t = time of flight to find d . (d = Range)

Questions

Projectile Motion (2016;2)

During a cricket game, a batsman hits the ball at an angle of 40.0° with the ground at a velocity of 20.0 m s^{-1} , as shown below.



- Show that the initial vertical component of the ball's velocity is 12.9 m s^{-1} .
- Calculate the time it takes the ball to reach its maximum height.
- Calculate the horizontal distance travelled by the ball before it hits the ground.
- Give a comprehensive explanation of the effect of the force(s) acting on the ball during its flight. Assume air resistance is negligible. In your answer, you should:
 - Describe the horizontal motion.
 - Discuss the effect of force(s) on horizontal motion.
 - Describe the vertical motion.
 - Discuss the effect of force(s) on vertical motion.

Terms

Kinematic equations of motion: Set of formulas used to describe motion mathematically.

Projectile: An object thrown into space either horizontally or at an angle and moves under the action of gravity.

Range: The horizontal distance traveled by a projectile.

Top of flight/Maximum height: The point where the projectile has reached its maximum height and (momentarily) has stopped in a vertical direction.

Time of flight: The time taken by a projectile from the moment it is thrown until it touches the ground.

Tips

- To solve projectile motion, you need trigonometry (your calculator should be in **degrees mode**)

Answers

- $v_v = 20 \times \sin 40^\circ = 12.856 = 12.9 \text{ m s}^{-1}$ ("show that" question)
- $v_f = v_i + at$ so $0 = 12.9 + -9.8 \times t$
 $t = 1.32 \text{ s}$
- time of flight = $2t = 2 \times 1.32 = 2.64 \text{ s}$
 $v_H = 20 \times \cos 40^\circ = 15.32 = 15.3 \text{ m s}^{-1}$
 $d_H = v_H \times \text{time of flight} = 15.3 \times 2.64 = 40.4 \text{ m}$
- Horizontal velocity remains constant, as there are no external forces in the horizontal direction, air resistance is negligible.
Going up, vertical velocity decreases/ball decelerates as the weight force/gravity acts downwards/in an opposite direction to the motion
Coming downwards, the vertical velocity increases/ball accelerates as the weight force/gravity is acting downwards/in the same direction as the motion.