



## Finding Displacement in Accelerated Motion

Sep 18-9:00 PM

# POS Checklist

compare and contrast displacement in uniform motion and uniformly accelerated motion, using the following relationships  $\Delta \vec{d} = \vec{v}_i \Delta t + \frac{1}{2} \vec{a} \Delta t^2$  and  $\Delta \vec{d} = \frac{(\vec{v}_i + \vec{v}_f)}{2} \Delta t$ .

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### Where's the Acceleration?

**Which of these situations is uniform motion and which is accelerated motion?**



<http://www.youtube.com/watch?v=Ug75diEyiA0>

1. A car increases its speed from rest to 15 m/s.
2. A ball is dropped from 40 m.
3. A runner jogs at 13 km/h.

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## Finding Displacement

For uniform motion, we find displacement using:

$$\vec{v} = \frac{\vec{d}}{t} \quad \text{rearranged for } \vec{d}: \quad \vec{d} = \vec{v}t$$

**However,  $\vec{d} = \vec{v}t$  will not work to find displacement where there is acceleration!**

For this, we need a new equation for finding displacement.

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## Two New Equations for displacement:

**Eqn 1:**

$$\vec{d} = \frac{(\vec{v}_f + \vec{v}_i)t}{2}$$

**- Use this equation when there is accelerated motion but you do not know the acceleration.**

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**ex) A puma moves with a velocity of 3.00 m/s E and accelerates constantly. If the velocity after 4.70 s is 15 m/s E, what is the displacement of the object?**



**Ans:**  

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ex) A driver accelerates constantly to a velocity of 7.5 m/s during 4.5 s. The driver's displacement is 19 m [E]. What is the  $v_i$ ?

Ans:

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## Two New Equations for displacement:

Eqn 2:

$$\vec{d} = \vec{v}_i t + \frac{1}{2} \vec{a} t^2$$

Use this equation to find displacement if initial velocity, time and acceleration are known.

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## Remember:

### Kinematics and Dynamics Formulas

$v = \frac{\Delta d}{\Delta t}$	$v$ = average speed (m/s)
$\bar{v} = \frac{\Delta d}{\Delta t}$	$\bar{v}$ = average velocity (m/s)
$\bar{a} = \frac{\Delta \vec{v}}{\Delta t} = \frac{\vec{v}_f - \vec{v}_i}{\Delta t}$	$\bar{a}$ = acceleration (m/s <sup>2</sup> )
$\vec{F}_{net} = m\vec{a}$	$\vec{F}$ = force (kg·m/s <sup>2</sup> or N)
$\vec{F}_{net} = \vec{F}_a + \vec{F}_f$	$\vec{F}_{net}$ = net force (N)
$W = F\Delta d$	$\vec{F}_a$ = applied force (N)
$P = \frac{W}{t}$	$\vec{F}_f$ = force of friction (N)
$\Delta d = v_i \Delta t + \frac{1}{2} a (\Delta t)^2$	$F$ = magnitude of a force (N)
$\Delta d = \frac{v_i + v_f}{2} \Delta t$	$m$ = mass (kg)
	$W$ = work (N·m or J)
	$P$ = power (J/s or W)

All of these equations, along with units and variables, appear in your data booklet.

ex) A biker passes a lightpost at the top of a hill traveling at 4.5 m/s. She accelerates down the hill at a constant rate of 0.40 m/s<sup>2</sup> for 12.0 s. How far down the hill did she move?

Ans:

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ex) A sheep starts from rest and accelerates at a constant rate 3.15 m/s<sup>2</sup> forward for 28.65 s. What is the displacement during this time?



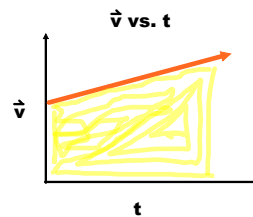
Secret Sheep Thing

Ans:  $1.29 \times 10^3$  m forwards.

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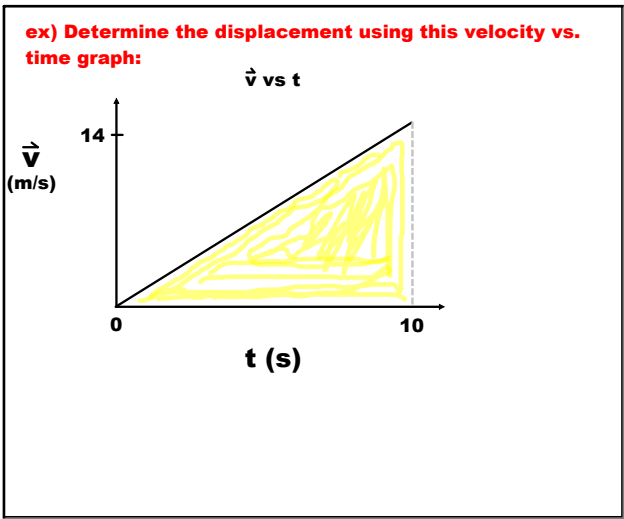
## Finding Displacement from a Graph

It is also possible to find displacement from a velocity vs. time graph.

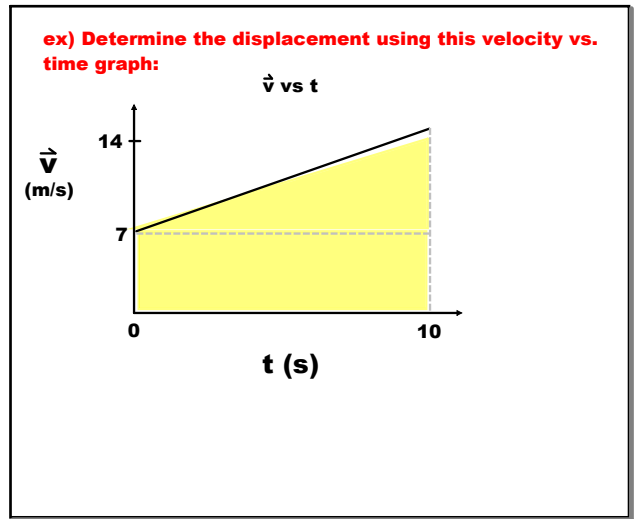


The area under a  $\vec{v}$  vs.  $t$  graph gives displacement.

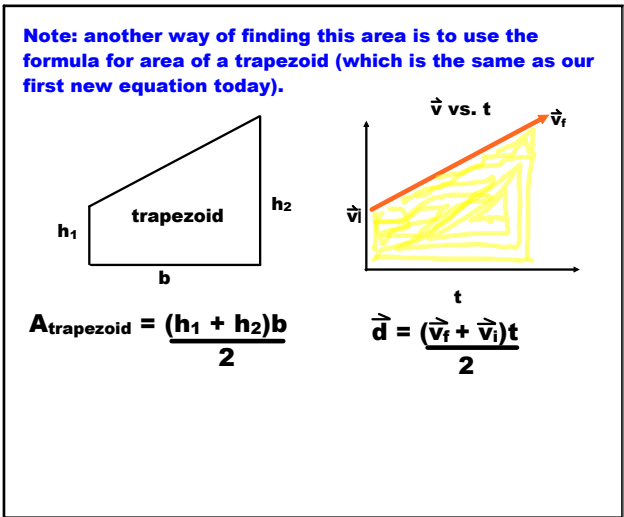
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**Review:**

$\vec{d} = \vec{v}t$  ← Use only when there is no acceleration (constant velocity).

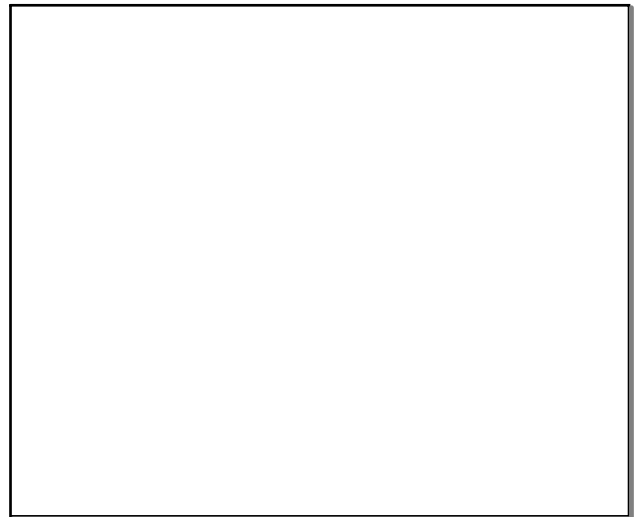
$\vec{d} = \frac{(\vec{v}_f + \vec{v}_i)t}{2}$  ← Use when this is accelerated motion.

$\vec{d} = \vec{v}_i t + \frac{1}{2}at^2$

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**HW: Finding Displacement UA  
(first 5 problems)**

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