

## Concept-Development Practice Page

# 2-2

### Free Fall Speed

1. Aunt Minnie gives you \$10 per second for 4 seconds. How much money do you have after 4 seconds? \_\_\_\_\_



2. A ball dropped from rest picks up speed at 10 m/s per second. After it falls for 4 seconds, how fast is it going? \_\_\_\_\_

3. You have \$20, and Uncle Harry gives you \$10 each second for 3 seconds. How much money do you have after 3 seconds? \_\_\_\_\_

4. A ball is thrown straight down with an initial speed of 20 m/s. After 3 seconds, how fast is it going? \_\_\_\_\_

5. You have \$50 and you pay Aunt Minnie \$10/second. When will your money run out? \_\_\_\_\_

6. You shoot an arrow straight up at 50 m/s. When will it run out of speed? \_\_\_\_\_

7. So what will be the arrow's speed 5 seconds after you shoot it? \_\_\_\_\_

8. What will its speed be 6 seconds after you shoot it? 7 seconds? \_\_\_\_\_

### Free Fall Distance

1. Speed is one thing; distance another. *Where* is the arrow you shoot up at 50 m/s when it runs out of speed? \_\_\_\_\_

2. How high will the arrow be 7 seconds after being shot up at 50 m/s? \_\_\_\_\_

- 3 a. Aunt Minnie drops a penny into a wishing well and it falls for 3 seconds before hitting the water. How fast is it going when it hits? \_\_\_\_\_

- b. What is the penny's average speed during its 3-second drop? \_\_\_\_\_

- c. How far down is the water surface? \_\_\_\_\_

4. Aunt Minnie didn't get her wish, so she goes to a deeper wishing well and throws a penny straight down into it at 10 m/s. How far does this penny go in 3 seconds? \_\_\_\_\_

FROM REST,  
 $v = 10t$   
 $d = 5t^2$

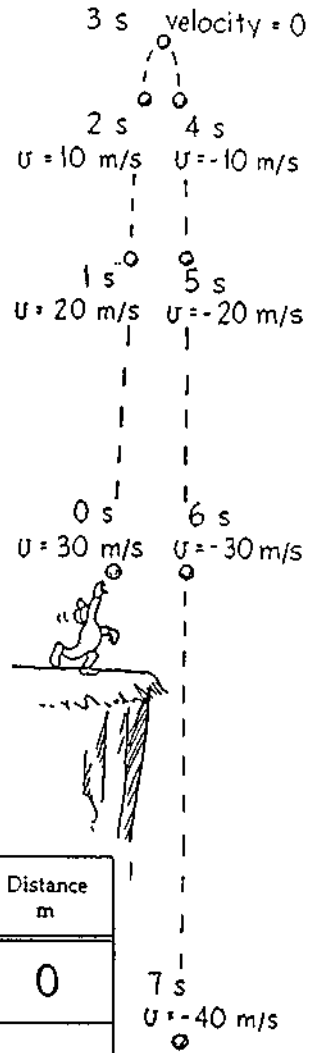
$\bar{v} = \frac{v_0 + v}{2} = \frac{v_0 + (v_0 + 10t)}{2}$   
THEN  $d = \bar{v}t$

Distinguish between "how fast,"  
"how far," and "how long"!

## Straight Up and Down

The sketch is similar to Figure 2.6 in the textbook. Assume negligible air resistance and  $g = 10 \text{ m/s}^2$ .

- Table 1 shows the velocity data of the figure for  $t = 0$  to  $t = 8$  seconds. Complete the table.  
Distances traveled are from the starting point (the *displacements*).
- Table 2 is for a greater initial velocity. Complete it.
- Table 3 doesn't specify an initial velocity. Choose your own and complete the table accordingly.



Choosing up as +, down as -,  
 $v = v_0 - gt$   
 then falling from rest when  $v_0 = 0$ ,  
 $v = -gt$   
 or  $v = -(10 \text{ m/s}^2)t$

With initial velocity  $v_0$ :  
 $d = v_0 t - \frac{1}{2}gt^2$  or  $d = v_0 t - (5 \text{ m/s}^2)t^2$   
 Falling from rest when  $v_0 = 0$ ,  
 $d = -(5 \text{ m/s}^2)t^2$



Time in seconds	1.		2.		3.	
	Velocity m/s	Distance m	Velocity m/s	Distance m	Velocity m/s	Distance m
0	30	0	40	0		0
1	20					
2	10					
3	0					
4	-10					
5	-20					
6	-30					
7	-40					
8						

Notice  $g$  is constant; velocity changes by  $-10 \text{ m/s}$  each second!