

Section 1: Motion in two dimensions

Exercise level 3 (Extension)

1. A particle moves so that its position vector in terms of the time *t* seconds is given

by
$$\mathbf{r} = \begin{pmatrix} 1 - t^2 \\ t^2 - 3t \end{pmatrix}$$
 metres.

- (i) Show that the particle is never at the origin.
- (ii) Find the time at which the particle is moving parallel to the *y*-axis.
- (iii) Show that when $t \neq 0$ the particle's velocity is never perpendicular to its position vector.
- (iv) Show that the velocity of the particle is never parallel to its position vector.
- (v) Find the minimum distance of the particle from the origin and sketch its path for -1 < t < 1.
- 2. A particle moves so that its position vector in terms of the time t (>0) seconds is

given by
$$\mathbf{r} = \begin{pmatrix} 5\cos t \\ 5\sin t \\ 4t \end{pmatrix}$$
 metres.

- (i) Describe its motion in words.
- (ii) Find an expression in terms of t for the distance of the particle from O.
- (iii) When is the position vector of the particle inclined at 45° to the horizontal?
- 3. In a clay pigeon shoot the target is launched vertically from ground level with speed v. At a time *T* later the competitor fires a rifle inclined at α to the horizontal. The competitor is also at ground level and is a distance *l* from the launcher. The speed of the bullet leaving the rifle is *u*. Show that if the competitor scores a hit then

$$l\sin\alpha - \left(vT - \frac{1}{2}gT^2\right)\cos\alpha = \frac{v - gT}{u}l$$

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