

Section 1: Introduction

Exercise level 1

In this exercise take upwards as positive and use 9.8 ms⁻² for g

- 1. In each case
 - (a) Draw a diagram showing the initial velocity with its horizontal and vertical components,
 - (b) Write the velocity after time *t* seconds in vector form,
 - (c) Write the position after time *t* seconds in vector form.
 - (i) Initial position 5 m above ground; initial velocity 5 ms⁻¹ horizontally,
 - (ii) Initial position ground level; initial velocity 8 ms⁻¹ at an angle of 30° above the horizontal,

(iii) Initial position 10 m above ground; initial velocity $\begin{pmatrix} 3 \\ 4 \end{pmatrix}$ ms⁻¹.

- 2. In each case find
 - (a) The time for the projectile to reach its highest point
 - (b) The maximum height above the origin
 - (i) Initial position 15 m above ground; initial velocity 5 ms⁻¹ an angle of 60° above the horizontal,
 - (ii) Initial position 3 m above ground; initial velocity $\begin{pmatrix} 3 \\ 4 \end{pmatrix}$ ms⁻¹.
- 3. Find the horizontal range for these projectiles which start from the origin.
 - (i) Initial velocity $\begin{pmatrix} 3 \\ 4 \end{pmatrix}$ ms⁻¹, (ii) Initial velocity $\begin{pmatrix} 5 \\ 1 \end{pmatrix}$ ms⁻¹.
- 4. A particle is projected from point O on horizontal ground at a speed of 25 ms⁻¹ and at an angle of 30° to the horizontal.
 - (i) Draw a diagram showing the path of the projectile.
 - (ii) Write down the initial components of the velocity in the horizontal and vertical directions.
 - (iii) Write down equations for the velocity of the projectile at time *t*.
 - (iv) Write down equations for the position at time t.
- 5. For the particle in question 4 find
 - (i) The maximum height reached,
 - (ii) The time that it takes to return to the same level as the point of projection,
 - (iii) The horizontal range.

