

Name: _____

Physics 11

Problem Set 1.4
Kinematics Graphs

1. Rennata Gass is driving through town at 25 m/s and begins to accelerate at a constant rate of -1 m/s^2 . Eventually Rennata comes to a complete stop.
 - a. Sketch a velocity-time graph of Rennata's motion.
 - b. Use your graph to determine the distance traveled while accelerating.

2. Otto Emissions is driving his car at 25 m/s. Otto accelerates at 2 m/s^2 for 5 seconds. Otto then maintains this constant velocity for 10 seconds.
 - a. Sketch a velocity-time graph for Otto's motion, starting at the instant he begins accelerating.
 - b. Use your graph to determine the distance Otto traveled during the entire 15 seconds.

3. Chuck Wagon travels with a constant velocity of 0.5 m/s for 10 s . Chuck then accelerates at -0.25 m/s^2 for 2 seconds .
 - a. Sketch a velocity-time graph for Chuck's motion.
 - b. Use the velocity-time graph to determine the total distance traveled by Chuck during the 12 seconds of motion.

4. Vera Side is traveling down the interstate at 45 m/s . Vera looks ahead and observes an accident which results in a pileup in the middle of the road. By the time Vera slams on the brakes, she is 50 m from the pileup. She slows down at a rate of -15 m/s^2 .
 - a. Sketch a velocity-time plot for Vera Side's motion.
 - b. Use the plot to determine the distance which Vera would travel prior to reaching a complete stop (ignore the fact that there's a pileup).
 - c. Using your answer from (b), does Vera hit the pileup?

5. Earl E. Bird travels at 30 m/s for 10 seconds. He then accelerates at 3 m/s^2 for 5 seconds.
- Sketch a velocity-time graph for Earl E. Bird's motion.
 - Use your plot to determine the total distance traveled.
6. Luke Autbeloe, a human cannonball artist, is shot straight up in the air with an initial velocity of 40 m/s upwards. The cannon that shoots Luke is placed beside a bottomless pit, so after Luke reaches the top of his trajectory he falls down *past* the cannon. Luke's acceleration while he's in the air is *approximately* 10 m/s^2 downwards.
- Sketch a velocity-time graph for the first 10 seconds of Luke's motion.
 - Using your graph, determine the time required for Luke Autbeloe to drop back to ground level. Indicate this time on your graph.