

Acceleration equation practice worksheet

I'm not a robot!

The position function = $s(t)$ or $x(t)$
 The velocity function = $v(t) = s'(t)$
 The acceleration function = $a(t) = v'(t) = s''(t)$

A) To find the times when a particle changes directions, set the velocity function equal to zero. You must also check to see the sign changed over that time. This is MANDATORY. Just because something stops doesn't mean it changes direction – think of a car at a stop light!

B) To find the distance that a particle travels over an interval of time, you first need to find out if and when the particle stops (as it might, at this time, change direction).

I. If the particle does NOT change direction over the given time interval, use $|x_f - x_i|$

II. If the particle DOES change direction over the given time interval (x_c), use $|x_f - x_i| + |x_c - x_i|$

C) To determine the interval(s) over which something speeds up or slows down, you need to check the velocity and the acceleration and use the following rules:

I. When the velocity and acceleration have the same sign, then the particle is speeding up.

II. When the velocity and acceleration have the different signs, then the particle is slowing down.

1. Find the velocity and acceleration of a particle whose position function is $x(t) = t^3 - 9t^2 + 24t$, $t > 0$.

$$\boxed{V(t) = 3t^2 - 18t + 24}$$

$$\boxed{a(t) = 6t - 18}$$

2. If the position of a particle at a time t is given by the equation $x(t) = t^3 - 11t^2 + 24t$, find the velocity and the acceleration of the particle at time $t = 5$.

$$\boxed{v(5) = -11}$$

$$\boxed{a(5) = 8}$$

3. If the position of a particle at a time t is given by the equation $x(t) = t^3 - 12t^2 + 36t + 18$, $t > 0$, find the time at which the particle changes direction.

$$\boxed{V(t) = 3t^2 - 24t + 36}$$

$$\begin{aligned} 3t^2 - 24t + 36 &= 0 \\ t^2 - 8t + 12 &= 0 \\ (t-2)(t-6) &= 0 \\ t = 2 \text{ s} &\quad t = 6 \text{ s} \end{aligned}$$

The Wave Equation

The wave equation is:

$$\text{Wave speed (velocity)} = \text{Frequency} \times \text{Wavelength}$$

$$(m/s) \qquad (Hz) \qquad (m)$$

Draw this as a triangle in your book.

Use a calculator to fill in this table

Speed m/s	Frequency Hz	Wavelength m
	20	2.5
	150	0.75
330	500	
1900	600	
0.5		5
0.05		1573
0.34		16700
300000000		2
0.00006	0.098	

Q1. A sound wave has a wavelength of 2m and a frequency of 170 Hz. Find its velocity.

Q2. The same sound wave goes into water and speeds up. Now its speed is 1500m/s. Find its new wavelength (assume the frequency stays the same).

Q3. A radio wave travels at 3×10^8 m/s. Its frequency is 252kHz. Find its wavelength.

Q4. Another radio wave with the same speed has a wavelength of 0.2m. Calculate its frequency.

Starting from rest, an object rolls freely down an incline that is 10 m long in 2.0 s. The acceleration due to gravity is

$$5\text{m/s}^2 \quad 5\text{m/s}^2 \quad 10\text{m/s}^2 \quad 10\text{m/s}^2$$

2. An object, initially at rest, falls freely near the earth's surface. How long does it take the object to reach a speed of 98 m/s?

$$0.1\text{s} \quad 0.2\text{s} \quad 0.5\text{s} \quad 0.8\text{s}$$

3. A rock is dropped from a cliff. Approximately how long does it take to fall 45 m?

$$1.0\text{s} \quad 2.0\text{s} \quad 3.0\text{s} \quad 8.0\text{s}$$

4. What is the speed of a rock, initially at rest, that has fallen 66 m near the Earth's surface?

$$32\text{m/s} \quad 36\text{m/s} \quad 96\text{m/s} \quad 130\text{m/s}$$

5. An astronaut drops a rock from rest on the Moon's surface. How far will the rock fall in 2.0 s? (Acceleration due to gravity on the Moon is 1.6 m/s²)

$$3.2\text{m} \quad 1.6\text{m} \quad 32\text{m} \quad 2.8\text{m}$$

6. A student drops an object from the top of a building which is 19.6 m high. How long does it take the object to fall?

$$0.6\text{s} \quad 1.0\text{s} \quad 2.0\text{s} \quad 3.0\text{s}$$

7. A cart initially traveling at 10 m/s accelerates uniformly at 3.0 m/s² for 4.0 s. The distance traveled by the cart at the end of this 4.0 s is

$$40\text{m} \quad 50\text{m} \quad 55\text{m} \quad 100\text{m}$$

8. An object is allowed to fall freely near the surface of a planet. The object falls 14.7 m in 1.9 s. The acceleration due to gravity on that planet is

$$6.0\text{m/s}^2 \quad 12\text{m/s}^2 \quad 27\text{m/s}^2 \quad 108\text{m/s}^2$$

9. An object initially at rest accelerates at 5.0 m/s² until it attains a speed of 30 m/s. What distance does the object move while accelerating?

$$30\text{m} \quad 90\text{m} \quad 2.0\text{m} \quad 600\text{m}$$

10. An object initially traveling at 20. m/s west decelerates uniformly at 4.0

For each of the following problems, give the net force on the block, and the acceleration, including units.



Net Force = _____ $F = ma =$ _____



Net Force = _____ $F = ma =$ _____



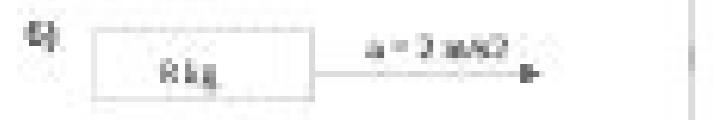
Net Force = _____ $a =$ _____



Net Force = _____ $a =$ _____



Net Force = _____ $a =$ _____

For problems 6-9, using the formula $\text{Force} = \text{Mass} \times \text{Acceleration}$, calculate the net force on the object.

$F = ma =$ _____



$F = ma =$ _____



$F = ma =$ _____



$F = ma =$ _____

- 10) Challenge: A student is pushing a 50 kg cart, with a force of 600 N. Another student measures the speed of the cart, and finds that the cart is only accelerating at 3 m/s². How much friction must be acting on the cart?

Hint: Draw a diagram showing the cart, and the two forces acting on it.

Practice Problem Set: FORMULA FORCE = MASS x ACCELERATION Name _____

Algebra 1-1 DA
5.2 Solving Systems of Equations by Substitution Homework

Solving a linear system by SUBSTITUTION

1. Solve one of the equations for one of its variables. (Usually x or y)
2. Substitute the expression from step 1 into the other equation and solve for the other variable.
3. Substitute the value from step 2 into the revised equation from step 1 and solve.
4. Check your solution into each original equation.

Solve using substitution.

1. $5x - 3y = -24$
 $x = 3y$

2. $6x + 2y = -18$
 $y = -4x$

3. $y = -2x$
 $3x - 4y = 11$

4. $x = y$
 $-4x + 7y = 9$

5. $x + 2y = -5$
 $x = 2y - 1$

6. $y = -4x + 7$
 $3x - 2y = 8$

7. $9x - y = 23$
 $y = 3x + 7$

8. $-x + 8y = 20$
 $x = 4 + 5y$

When a stationary car starts suddenly, we get pushed up backward, and when brakes are applied, we get pushed forward against our seat, or when our car takes a sharp right turn, we get pushed towards the left. We experience these situations because our car is accelerating. Simply when there is a change in Velocity, there will be Acceleration. Let's understand the concept of Acceleration with illustrative examples. Let's suppose I have a car moving with a constant Velocity of 90 kmph along a straight line. I can see a helicopter flying at roughly a speed of 20,000 kmph. If I were to ask you that in these two cases, where do you find the Acceleration? Your answer will be surely no because both are moving at a constant pace, so no Acceleration in both cases. Now, if I ask you that Acceleration is equal to high speed. What will be your answer? You may say yes, but that's not true for sure. Want to know why? It's because Acceleration is the rate of change of Velocity. Now, let's understand the Acceleration formula. General Formula of Acceleration We already know that Velocity is a speed with direction; therefore, it is a vector quantity. The Acceleration 'a' is given as: $a = \frac{\text{Change in Velocity}}{\text{Time Taken}}$. This formula states that the rate of change in Velocity is the Acceleration, or if the Velocity of an object changes from its initial value 'v₀' to the final value 'v', then the expression can be simply written as: $a = \frac{v - v_0}{t}$. Acceleration Formula in Physics In Physics, Acceleration is described as the rate of change of Velocity of an object, irrespective of whether it speeds up or slows down. If it speeds up, Acceleration is taken as positive, and if it slows down, the Acceleration is negative. Acceleration is caused by an unbalanced force acting on the object, as per Newton's Second Law. Acceleration is a vector quantity as it describes the linear rate of change of Velocity, which is a vector quantity. Acceleration is denoted by 'a'. Its SI unit is m/s^2 and dimensions are $[M^0 L^0 T^{-2}]$. If $v_0 = 0$, then $a = \frac{\Delta v}{\Delta t}$. In one dimensional motion, we can use: $a = \frac{v - v_0}{t}$. v represents displacement vector and v_0 represents the initial Velocity, final Velocity and the time taken for the change in Velocity. The Acceleration is given by: $a = \frac{\Delta v}{\Delta t}$. In one dimensional motion, where v is the displacement, and v_0 is the initial Velocity, then $a = \frac{\Delta v}{\Delta t}$. v represents the velocity, then Acceleration: $a = \frac{\Delta v}{\Delta t}$. v_0 represents the initial Velocity, then Acceleration: $a = \frac{\Delta v}{\Delta t}$. t represents time taken for the change in Velocity. If $v_0 = 0$, then $a = \frac{v}{t}$. 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