

Section 3.3: Free Fall

How would you define a free-falling object?
What variables affect a free-falling object?

→ p. 72 ⇒ gravity

{ air resistance
weight / size / shape
height
velocity

Section 3.3 Notes:

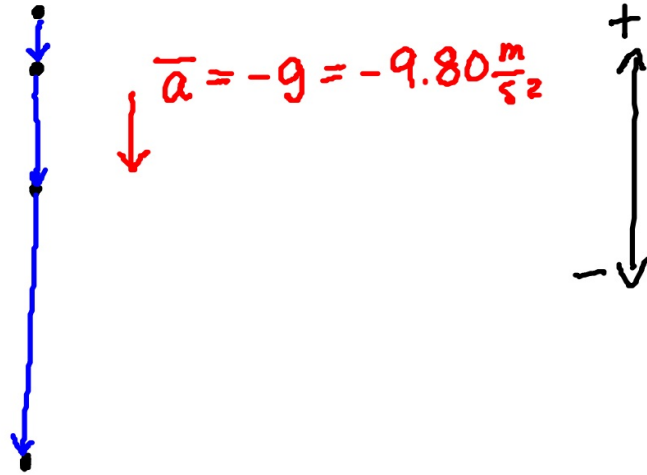
- acceleration due to gravity
 - ↳ $g = 9.80 \text{ m/s}^2$, downward
 - ↳ $\bar{a} = -g = -9.80 \frac{\text{m}}{\text{s}^2}$
(for free-fall situations)

Draw a particle model to represent a ball dropping from rest.

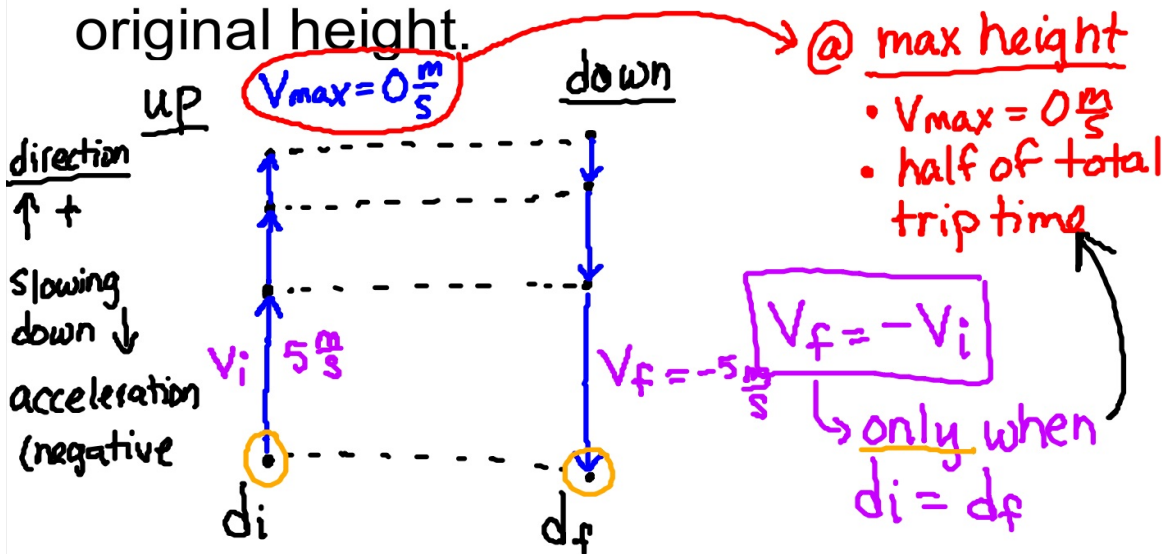
direction
down (negative)

speeding up

acceleration
negative

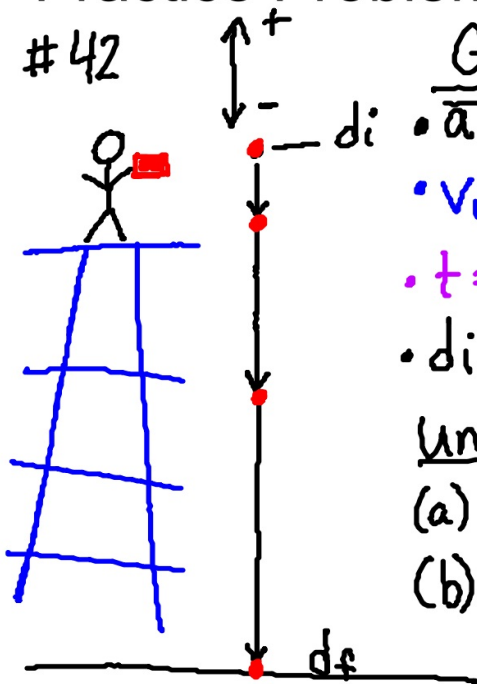


Draw a particle model of a ball being thrown up in the air and falling back down to its original height.



Practice Problems (p. 74)

#42



Given:

- $\bar{a} = -g = -9.80 \frac{m}{s^2}$
- $v_i = 0 \frac{m}{s}$ (brick was dropped from rest)
- $t = 4.0s$ (given)
- $d_i = 0m$

Unknown:

- (a) $v_f = \underline{\hspace{2cm}}$ m/s
- (b) $d_f = \underline{\hspace{2cm}}$ m

Equations

$$v_f = v_i + \bar{a} t$$

$$d_f = d_i + v_i t + \frac{1}{2} \bar{a} t^2$$

$$v_f^2 = v_i^2 + 2\bar{a}(d_f - d_i)$$

or

#42

Substitute & Solve

(a) $v_f = v_i + \bar{a} t$

$$v_f = 0 \frac{m}{s} + (-9.80 \frac{m}{s^2})(4.0s)$$

$$v_f = -39.2$$

2 sig figs

$v_f = -39 \frac{m}{s}$

(a)

(b)

$$d_f = d_i + v_i t + \frac{1}{2} \bar{a} t^2$$

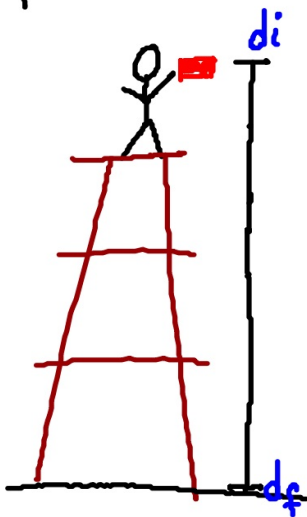
$$d_f = 0m + 0 \frac{m}{s}(4.0s) + \frac{1}{2}(-9.80 \frac{m}{s^2})(4.0s)^2$$

$$d_f = -78.4m_{2SF}$$

$$.5 \times 9.80 \times 4^2$$

$d_f = -78m$

p. 74 (#42)



Given:
 $\bar{a} = -9.80 \frac{m}{s^2}$
 (free-fall)

$t = 4.0 s$
 (stated)

$v_i = 0.0 \frac{m}{s}$

$d_i = 0.0 m$

Unknown:

(a) $v_f = \underline{\quad} \frac{m}{s}$

(b) $d_f = \underline{\quad} m$

Equation:

② $v_f = v_i + \bar{a}t$

$v_f = 0 + -9.8(4)$

$v_f = -39.2 \frac{m}{s}$

$v_f = -39 \frac{m}{s}$

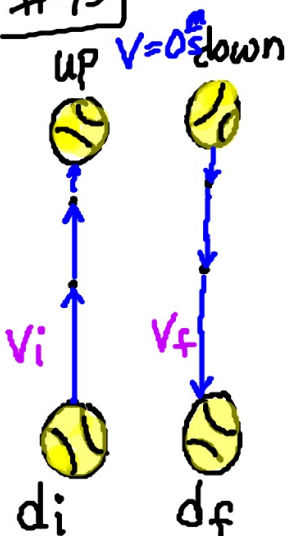
③ $d_f = d_i + v_i t + \frac{1}{2} \bar{a} t^2$

$d_f = 0 + 0(4s) + \frac{1}{2}(-9.80) (4s)^2$

$d_f = -78.4 m$

$d_f = -78 m$

#45



Given:

$v_i = 22.5 \frac{m}{s}$

$v_f = 0 \frac{m}{s}$
 (up)

$v_f = -22.5 \frac{m}{s}$
 (down)

$\bar{a} = -9.80 \frac{m}{s^2}$

v_i
 (down) $= 0 \frac{m}{s}$

$d_i = 0 m$
 (up)

$d_f = 0 m$
 (down)