

Motion

Chapter 1: Pages 14-31
Review Questions
3-8, 10, 22, 24, 26-28

Peer Led Team Learning

- PLTL
- ES105x
- CRN 21823
- Looking like evening class: some have requested it to start at 6:30 or 7, so they can have dinner and then go to it?
- Day of the week still to be determined
- Please put your name on the sign-up list if you are interested

Study of Motion

Aristotle—4th century BC

- Student of Plato
- Tutor of Alexander
- Used logic to describe natural world: collected, classified
- Motion ceased when objects in their proper place
- Thought speed of falling objects depended on their weight
- Ignored friction, air resistance
- Influential for 2000 years



Aristotle
marble portrait bust, Roman copy (2nd century BC) of a Greek original (c. 325 BC); in the Museo Nazionale Romano, Rome

Galileo



- Studied Copernicus' work of 1543
- Use experiment to test logical ideas
- Discovered speed not dependent on weight, only on amount of time for falling

http://airandspace.si.edu/etp/discovery/disc_galileo.html

Galileo's Study of Motion

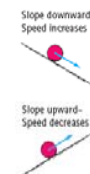
- Defined 'inertia': keep moving in same direction and speed without outside influences—resistance to change of motion
- Speed not dependent on weight, only on amount of time for falling
- Noted that gravity increased speed of falling objects, decrease speed of rising objects



Galileo's inclined planes

- Balls roll down faster and faster
- Roll up slower and slower
- Weight not a factor

No slope—
Does speed change?



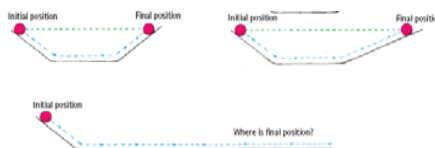
Galileo's investigation of motion

- Used inclined planes to slow the descent of objects, because he didn't have a precise timer



Galileo's inclined planes

- Rises to same height as it is released
- Height not dependent on incline



Mass

- Measure of inertia
- How much matter is there
- Corresponds to weight—the influence of the acceleration of gravity on the mass
- They are proportional



Mass

- Measured in kilograms
- Influence of gravity gives weight
 - Pounds lb.
 - Newtons N
- On Earth: $1 \text{ kg} = 9.8 \text{ N}$
- Not a measure of volume

Inertia vs. weight

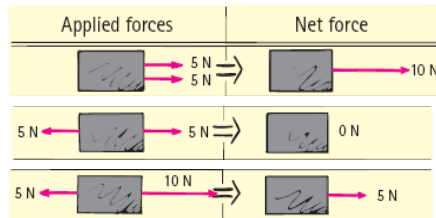
- Weight is the force, due to gravity—pulling iron ball down
- Inertia is resistance to change of movement—ball is not moving
- Pull slowly, you increase force and break string that is holding the ball up
- Rapid jerk will break string below ball, because it has large mass that is not moving—has inertia



Force

- Weight is a force due to gravity
- Force is *VECTOR QUANTITY*
- Vectors have magnitude and direction
- Multiple vectors add up

Applied forces

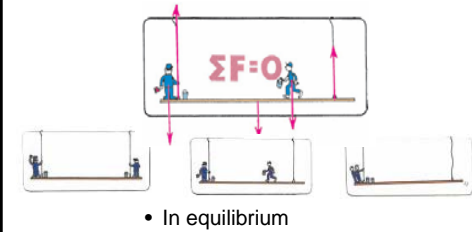


Objects not moving

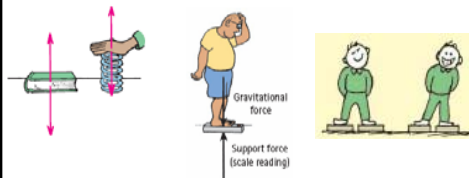
- Force of weight is equal to force of string holding it up
- The sum of the forces is zero
- There is mechanical equilibrium



Objects not moving



Support Force



- Weight acts downward
- Atoms push back upward
- Forces equal—in equilibrium

Dynamic Equilibrium

- Can be moving
- At a constant speed in a straight line
- Net forces are zero

Friction

- Force that acts to resist motion
- Always in opposite direction to applied force
- When you are pushing something, and it moves at a constant speed, the frictional force is the same as the pushing force

A pair of parallel forces of 8 N and 12 N can have a resultant of

1. 4 N.
2. 20 N.
3. Both of the above.
4. Neither of the above.

• *Explanation:*
When parallel, $12\text{ N} + 8\text{ N} = 20\text{ N}$,
or $12\text{ N} - 8\text{ N} = 4\text{ N}$.

Study of Motion

- Speed—how fast
- Velocity—how fast and what direction
- Acceleration—how fast it is changing how fast

Speed

$$\text{speed} = \frac{\text{distance}}{\text{time}}$$



$$\frac{320\text{km}}{4\text{h}} = \frac{80\text{km}}{\text{h}}$$

Common units of speed

- Miles per hour **mph**
 - Means 'miles per hour'
 - Don't use this abbreviation of the words
 - Use mi./h
- Kilometers per hour km/h
- Meters per second m/s

Speed of cheetah

$$\frac{100\text{m}}{4\text{s}} = \frac{25\text{m}}{\text{s}}$$

Distance equation

$$\text{Rate} \times \text{time} = \text{distance}$$

- Keep units with numbers, so you know you have set up the problems correctly