Projectile Motion

Two Dimensional Motion of balls, canon balls, arrows

What would you like to know?

- How far is it going? ("range" or "horizontal displacement")
- How high is it going? ("apex" or "maximum height")
- How long is it in the air? ("time of flight" or "TOF")
- How long until it reaches its apex? ("Time to apex" or "apex time")

Steps for Projectile Motion

- 1. Resolve initial Velocity into Vx and Vy. Vx = Vcos(angle) and Vy = Vsin(angle).
- 2. Time of flight = $(2 \times Vy)/9.8$ (seconds)
- 3. Range = Vx x Time of flight (meters)
- 4. Time to apex = $\frac{1}{2}$ x Time of flight (seconds)
- 5. Apex = (Vy x Time to apex) + (½ x -9.8) x (Time to apex)^2 (meters)

Example

- Thomas Cani throws a pass to Chuck Myers at 20 m/s at 30 degrees above the horizontal.
- Determine the TOF, range, T(apex), and apex.
- 1. Vx = 20cos(30) = 17.3 m/s
- Vy = 20sin(30) = 10 m/s
- 2. TOF = (2 x Vy)/9.8 = 2 seconds
- 3. T(apex) = $\frac{1}{2}$ x 2 seconds = 1 second
- 4. Range = $Vx \times TOF = 34.6$ meters
- 5. Apex = Vy x T(apex) + ½ x -9.8 x T(apex)^2 =

$$10 - 4.9 = 5.1$$
 meters

Group Activity

- Determine the TOF, range, and Time(apex) for the following projectiles:
- 1. 35 m/s at 15 degrees above horizontal
- 2. 35 m/s at 25 degrees above horizontal
- 3. 35 m/s at 35 degrees above horizontal
- 4. 35 m/s at 45 degrees above horizontal
- 5. 35 m/s at 55 degrees above horizontal

- 1. Vx = 33.8 m/s Vy = 9.06 m/s
- 2. TOF = 1.85 s
- 3. Time(apex) = 0.92 s
- 4. Range = 33.8 x 1.85 = 62.53 m

- 1. Vx = 31.7 m/s Vy = 14.8 m/s
- 2. TOF = 3 s
- 3. Time(apex) = 1.5 s
- 4. Range = 31.7 x 3 = 95.1 m

- 1. Vx = 28.67 m/s Vy = 20 m/s
- 2. TOF = 4.1 s
- 3. Time to apex = 2.05 s
- 4. Range = 28.67 x 4.1 = 117.5 m

- 1. Vx = 24.75 m/s Vy = 24.75 m/s (equal !)
- 2. TOF = 5.05 s
- 3. Time to apex = 2.53 s
- 4. Range = Vx x TOF = 24.75 x 5.05 = 125 m

- 1. Vx = 20.08 m/s Vy = 28.67 m/s
- 2. TOF = 5.85 s
- 3. Time to apex = 2.93 s
- 4. Range = 20.08 x 5.85 = 117.47 m

Group Activity

- Determine the apex for the previous five problems.
- 1. 35 m/s at 15 degrees
- 2. 35 m/s at 25 degrees
- 3. 35 m/s at 35 degrees
- 4. 35 m/s at 45 degrees
- 5. 45 m/s at 55 degrees

Apex = Vy x T(apex) + ½ (-9.8)T(apex)^2

- 1. apex = 8.34 4.15 = 4.19 m
- 2. apex = 22.2 11.02 = 11.18 m
- 3. apex = 41 20.6 = 20.4 m
- 4. apex = 62.6 31.36 = 31.24 m
- 5. apex = 84.0 42.0 = 42 m