# 8) Modelling in Mechanics

- 8.1) Constructing a model
- 8.2) Modelling assumptions
- 8.3) Quantities and units
- 8.4) Working with vectors

## 8.1) Constructing a model

Worked example	Your turn
A stone is thrown from the top of a cliff into the sea. The height of the stone above sea level, $h$ m, at time $t$ seconds after it is thrown can be modelled using the equation $h = -5t^2 + 15t + 90$	A basketball is thrown into a net. The height of the basketball above the ground can be modelled using the equation $h = 2 + 1.1x - 0.1x^2$ , where $x$ m is the horizontal distance travelled.
<ul> <li>a) Find the height of the stone above sea level:</li> <li>i) When it is released</li> <li>ii) 8 seconds after it is thrown</li> <li>b) Use the model to predict the height of the stone above sea level after 20 seconds.</li> <li>c) Comment on the validity of this prediction.</li> <li>d) The model is only valid from the time the stone is thrown until the time it enters the sea. Find the range of values of t for which the model is valid.</li> </ul>	<ul> <li>a) Find the height of the basketball:</li> <li>i) When it is released</li> <li>ii) At a horizontal distance of 0.5 m</li> <li>b) Use the model to predict the height of the basketball when it is at a horizontal distance of 15 m from the player.</li> <li>c) Comment on the validity of this prediction.</li> <li>d) The model is only valid when the balls is above the ground. Find the range of values of <i>x</i> for which the model is valid.</li> <li>a)</li> <li>i) 2 m</li> <li>ii) 2.525 m</li> </ul>
	<ul> <li>b) -4 m</li> <li>c) Height cannot be negative, so the model is not</li> </ul>
	valid when $x = 15$ m d) $0.00 \le x < 12.59$ (2 dp)

## 8.2) Modelling assumptions

Worked example	Your turn
<ul> <li>List assumptions you would make to create a simple model of:</li> <li>The motion of two objects of different masses connected by a string that passes over a pulley</li> </ul>	<ul> <li>List assumptions you would make to create a simple model of:</li> <li>The motion of a golf ball after it is hit</li> <li>Model the golf ball as a particle. Ignore the effects of air resistance. Ignore the rotational effect of any external forces acting on it.</li> </ul>
<ul> <li>The motion of a child on a sledge going down a snow-covered hill</li> </ul>	<ul> <li>The motion of a suitcase on wheels being pulled along a path by its handle</li> <li>Model the suitcase and handle as a single particle, consider the path to be smooth, and ignore friction between the wheels and their holdings.</li> </ul>

#### 8.3) Quantities and units

Worked example	Your turn
Convert to SI units: • $56 \ km \ h^{-1}$	Convert to SI units: • $65 \ km \ h^{-1}$ $18.1 \ ms^{-1}$ (3 sf)
• $51 g cm^{-2}$	• $15 \ g \ cm^{-2}$ $150 \ kg \ m^{-2}$
• 40 <i>cm</i> per minute	• 30 <i>cm</i> per minute $5 \times 10^{-3} ms^{-1}$
• $42 g m^{-3}$	• $24 g m^{-3}$ $2.4 \times 10^{-2} kg m^{-3}$
• $5.4 \times 10^{-3} g \ cm^{-3}$	• $4.5 \times 10^{-2} g cm^{-3}$ $45 kg m^{-3}$
• $3.6 \times 10^{-2} kg cm^{-2}$	• $6.3 \times 10^{-3} kg cm^{-2}$ $63 kg m^{-2}$

## 8.4) Working with vectors



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Worked example	Your turn
Convert from vector to scalar form: Velocity = $\begin{pmatrix} -3 \\ 4 \end{pmatrix} ms^{-1}$	Convert from vector to scalar form: Velocity = $\begin{pmatrix} 5\\ -12 \end{pmatrix} ms^{-1}$
	Speed = $13 m s^{-1}$

Worked example	Your turn
Convert from vector to scalar form: Acceleration = $(3i - 4j) ms^{-2}$	Convert from vector to scalar form: Acceleration = $(-6\mathbf{i} + 8\mathbf{j}) ms^{-2}$
	Magnitude of the acceleration = $10 m s^{-1}$

Worked example	Your turn
<ul> <li>The velocity of a particle is given by v = 2i + 7j ms<sup>-1</sup>.</li> <li>Find: <ul> <li>a) The speed of the particle</li> <li>b) The angle the direction of motion of the particle makes with the unit vector i</li> </ul> </li> <li>c) The angle the direction of motion of the particle makes with the unit vector i</li> </ul>	<ul> <li>The velocity of a particle is given by v = 3i + 5j ms<sup>-1</sup>.</li> <li>Find: <ul> <li>a) The speed of the particle</li> <li>b) The angle the direction of motion of the particle makes with the unit vector i</li> <li>c) The angle the direction of motion of the particle makes with the unit vector j</li> </ul> </li> </ul>
	a) 5.83 ms <sup>-1</sup> (2 dp) b) 59.04° (2 dp) c) 30.96° (2 dp)

Worked example	Your turn
The velocity of a particle is given by $v = 3i - 5j ms^{-1}$ .	The velocity of a particle is given by $v = 2i - 7j ms^{-1}$ .
Find:	Find:
a) The speed of the particle	a) The speed of the particle
<ul> <li>b) The angle the direction of motion of the particle makes with the unit vector <i>i</i></li> </ul>	b) The angle the direction of motion of the particle makes with the unit vector <i>i</i>
c) The angle the direction of motion of the particle makes with the unit vector <b>j</b>	c) The angle the direction of motion of the particle makes with the unit vector <b>j</b>
	a) 7.28 ms <sup>-1</sup> (2 dp) b) 74.05° (2 dp) c) 164.05° (2 dp)

Worked example	Your turn
<ul> <li>A man walks from A to B and then from B to C.</li> <li>His displacement from A to B is 5i - 6j m.</li> <li>His displacement from B to C is 4i + 12j m.</li> <li>a) What is the magnitude of the displacement from A to C?</li> <li>b) What is the total distance the man has walked in getting from A to C.</li> </ul>	<ul> <li>A man walks from A to B and then from B to C.</li> <li>His displacement from A to B is 6i + 4j m.</li> <li>His displacement from B to C is 5i - 12j m.</li> <li>a) What is the magnitude of the displacement from A to C?</li> <li>b) What is the total distance the man has walked in getting from A to C.</li> <li>a) 13.60 km (2 dp)</li> <li>b) 20.21 km (2 dp)</li> </ul>