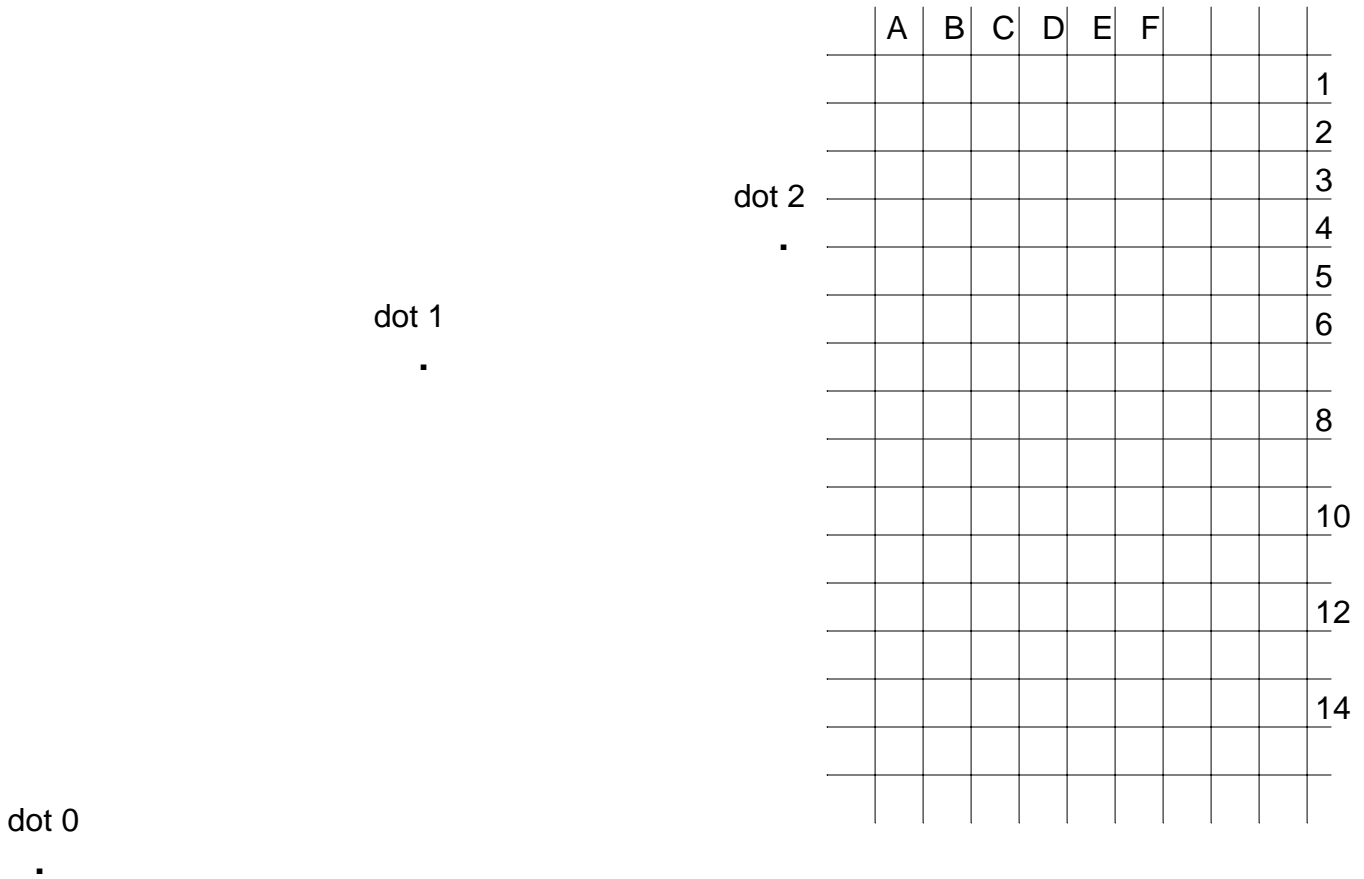


Dots 0, 1, and 2 on the back of this paper give the positions of a small, dense object that was thrown diagonally upward. Those positions may have been recorded by a camera with a strobe light that flashed with a steady frequency.

1. Draw an arrow from dot 0 to dot 1, using a ruler. Label it  $\Delta D_{01}$ . Draw another arrow from dot 1 to dot 2, and label it  $\Delta D_{12}$ . Those arrows represent changes in the object's \_\_\_\_\_.
  - a. If we divide both of those vectors by the time interval between flashes, the resulting vectors should be called \_\_\_\_\_ and \_\_\_\_\_ because  $\Delta D/\Delta t$  is the definition of "\_\_\_\_\_".
  - b. If we multiply each side of equation 1a by  $\Delta t$  we get  $\Delta D = \underline{\hspace{2cm}}$ . That means we can re-label the  $\Delta D_{01}$  arrow as \_\_\_\_\_ and the  $\Delta D_{12}$  arrow as \_\_\_\_\_. *Please do that now.*
2. Starting at dot 2, lightly draw a pencil line parallel to the arrow labelled  $V_{01}\Delta t$ . *Use a ruler.* Then draw an arrow from dot 2 along that line, making it equal but opposite to  $V_{01}\Delta t$ . Label it clearly. *Don't forget its sign.*
3. Draw a dotted arrow from dot 1 to the tip of the  $-V_{01}\Delta t$  arrow that you made in #2. This dotted arrow represents the result that you get when you subtract \_\_\_\_\_ from \_\_\_\_\_. We can simplify its name by using algebra:  $(\underline{\hspace{1cm}}) - (\underline{\hspace{1cm}}) = (\underline{\hspace{1cm}} - \underline{\hspace{1cm}})\Delta t = \Delta V\Delta t$ . *Label your dotted arrow with that simplified name.*
4. The definition of "acceleration" on RS IV says  $a = \underline{\hspace{1cm}}/\Delta t$ . If you multiply both sides of that equation by  $\Delta t^2$  you get another name for the dotted arrow: \_\_\_\_\_ = \_\_\_\_\_
5. This acceleration was caused by the force we call \_\_\_\_\_. If your dotted arrow does not point directly toward the bottom of the paper it's because the camera was tilted.
  - a. Do we expect the earth's gravity to change while the object is in the air? \_\_\_\_\_
  - b. In which cell of the grid would you guess that dot 3 should be located? \_\_\_\_ If we knew the location of dot 3 we could repeat the vector subtraction to get a new dotted arrow from dot 2.
  - c. Although we *don't* know exactly where dot 3 is located, we can still draw that arrow accurately, starting at dot 2. *Label it as in #4.*
6. Write a vector equation similar to #3, but using  $V_{12}$  and  $V_{23}$ :  $a\Delta t^2 = (\underline{\hspace{1cm}}) - (\underline{\hspace{1cm}})$
7. Solve that equation for the unknown vector:  $V_{23}\Delta t = (\underline{\hspace{1cm}}) + (\underline{\hspace{1cm}})$
8. Do the vector addition described in #7 by drawing and labelling a new arrow from the tip of the dotted arrow that you made in 5b. Then draw and label a new arrow to represent the result. If drawn correctly, the tail of that new arrow will be on dot \_\_\_, and the tip gives us the location of dot \_\_\_, which was previously a mystery. *Now we know it is in cell \_\_\_\_\_ on the grid.*
9. Is it possible to repeat the process above many times to get a long series of dots describing the "trajectory" (path) of the thrown object? \_\_\_\_\_ Please illustrate by drawing such a series of dots on another sheet of paper, showing *roughly* what such a trajectory could look like.
10. The real trajectory would be a \_\_\_\_\_ line passing through those dots. (straight, curved, zig-zag) Please add such a line to the sketch that you made for #9.
11. At the instant when the object passes through dot 2 on the new picture, it has a velocity that is \_\_\_\_\_ to the curved path. Draw such an arrow from that dot and label it " $V_2$ ".
12. Draw and label another arrow from dot 2 on the new picture to describe the object's acceleration, which is caused by \_\_\_\_\_. The angle between the object's velocity and its acceleration is \_\_\_\_\_ 90 degrees. (less than, equal to, greater than)
 

-Is that true for all points on the trajectory? \_\_\_\_\_

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13. Draw straight vertical lines through dots 0, 1, 2, and 3.
  - a. Are those lines evenly spaced and parallel to each other?
  - b. We conclude that the horizontal component of the object's velocity \_\_\_\_\_.  
(increases, decreases, remains constant)
  - c. That fact is known as the "first trajectory principle". It is true because there \_\_\_\_\_ a horizontal force on the object. (is, isn't)
  
14. Draw horizontal lines through the dots.
  - a. Use them to make a graph showing how the vertical component of the the velocity changes as time goes on.
  - b. Describe the pattern displayed by that graph.
  - c. We shall call that the "second trajectory principle".  
What causes the vertical velocity to change in that way? \_\_\_\_\_