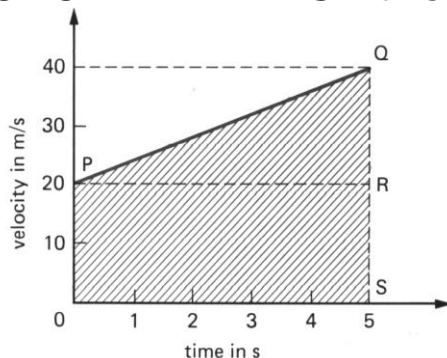


THE EQUATIONS OF MOTION..... Mr Smith's derivation



The slope of the above graph tells us the acceleration of an object. Let u = velocity at P, and v = velocity at Q. Since slope = a ,

$$a = \frac{v-u}{t} \quad \text{or} \quad v = u + at \quad \text{(EQN 1)}$$

The area under the graph is the area of the rectangle OPRS (which has height u and length t), plus the area of triangle PQR on top of it. This area is the object's displacement, s :

$$s = ut + \frac{1}{2}(v - u)t$$

substituting at for $(v - u)$ from (EQN 1) gives:

$$s = ut + \frac{1}{2}at^2 \quad \text{(EQN 2)}$$

Now since the object's average velocity can be calculated from its displacement and time, we can also calculate the object's displacement from its average velocity:

$$v_{ave} = \frac{\Delta s}{\Delta t} = \frac{v+u}{2} \quad \text{or} \quad s = \frac{(v+u)t}{2} \quad \text{(EQN 3)}$$

Finally, equations 1 and 3 can be combined. Rearrange equation 1: $t = \frac{v-u}{a}$

Substitute this expression for t into equation 3 and rearrange:

$$s = \frac{(v+u)}{2} \frac{(v-u)}{a} \quad \text{giving} \quad 2as = (v+u)(v-u) \quad \text{or} \quad v^2 = u^2 + 2as \quad \text{(EQN 4)}$$

Now refer to the equations of motion as given to you in your IB data booklet. Same?

SOLVING EQUATIONS OF MOTION PROBLEMS:

1. Write a *suvat* table, and fill it in.
2. Identify the equation(s) you can use based on what you know.
3. Solve it! (and check your answers if you have time).