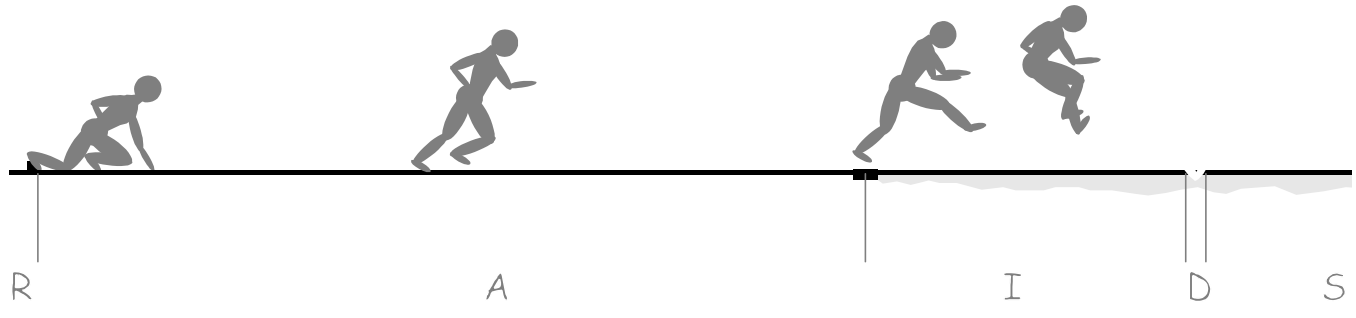




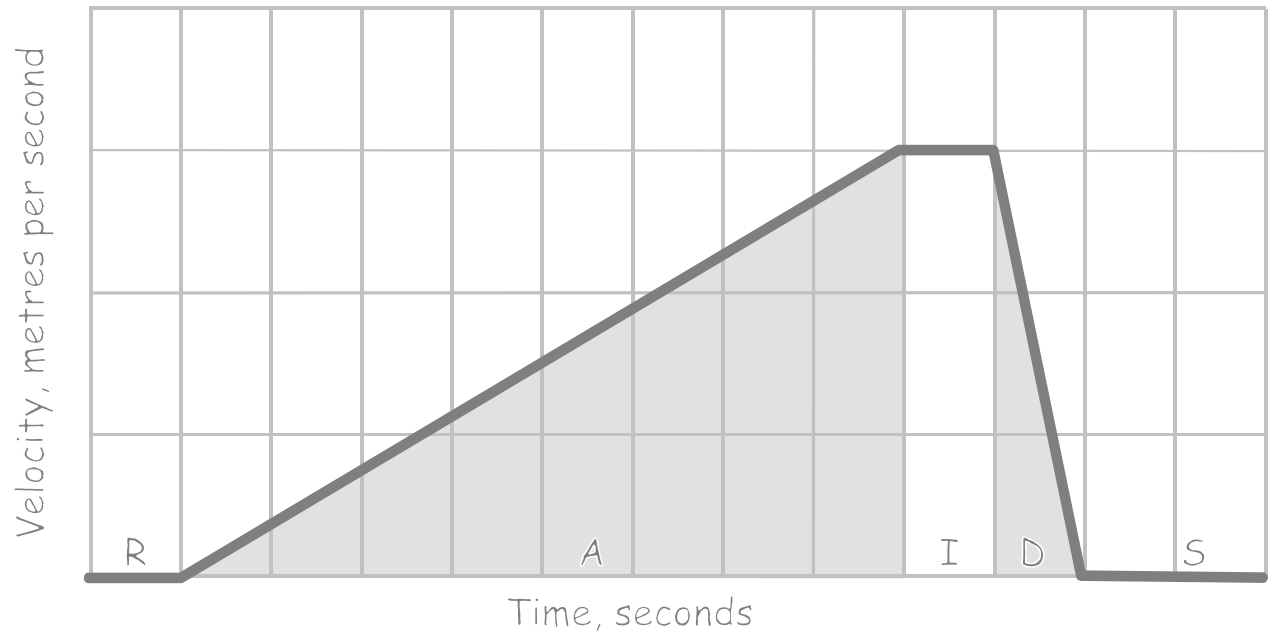
2 Collect Data  
Sketch v:t graph

# Running Broad Jump

1. **Make the measurements** on the teacher's running broad jump. Record the teacher's **mass**, and all of the **time** and **distance** measurements on the diagram below.



2. **Print your time measurements** on the v:t graph below. (not to scale)

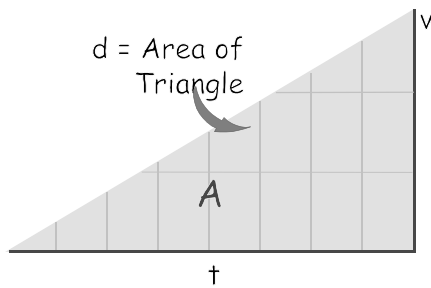


3. **Calculate your teacher's maximum speed** and print that on the v:t graph above.

### 3 Adjust your v:t graph Make $d$ , $t$ and $v$ agree!!

# Running Broad Jump

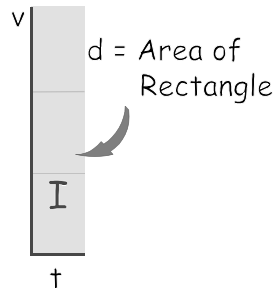
1. **The area under a v:t graph is the distance traveled in that part of the graph!!** Calculate the time  $t$ , the displacement  $d$  and the greatest velocity  $v$  for each section of the graph.



$$t_a = \underline{\hspace{2cm}}$$

$$d_a = \underline{\hspace{2cm}}$$

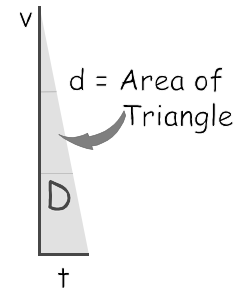
$$v_a = \underline{\hspace{2cm}}$$



$$t_i = \underline{\hspace{2cm}}$$

$$d_i = \underline{\hspace{2cm}}$$

$$v_i = \underline{\hspace{2cm}}$$



$$t_d = \underline{\hspace{2cm}}$$

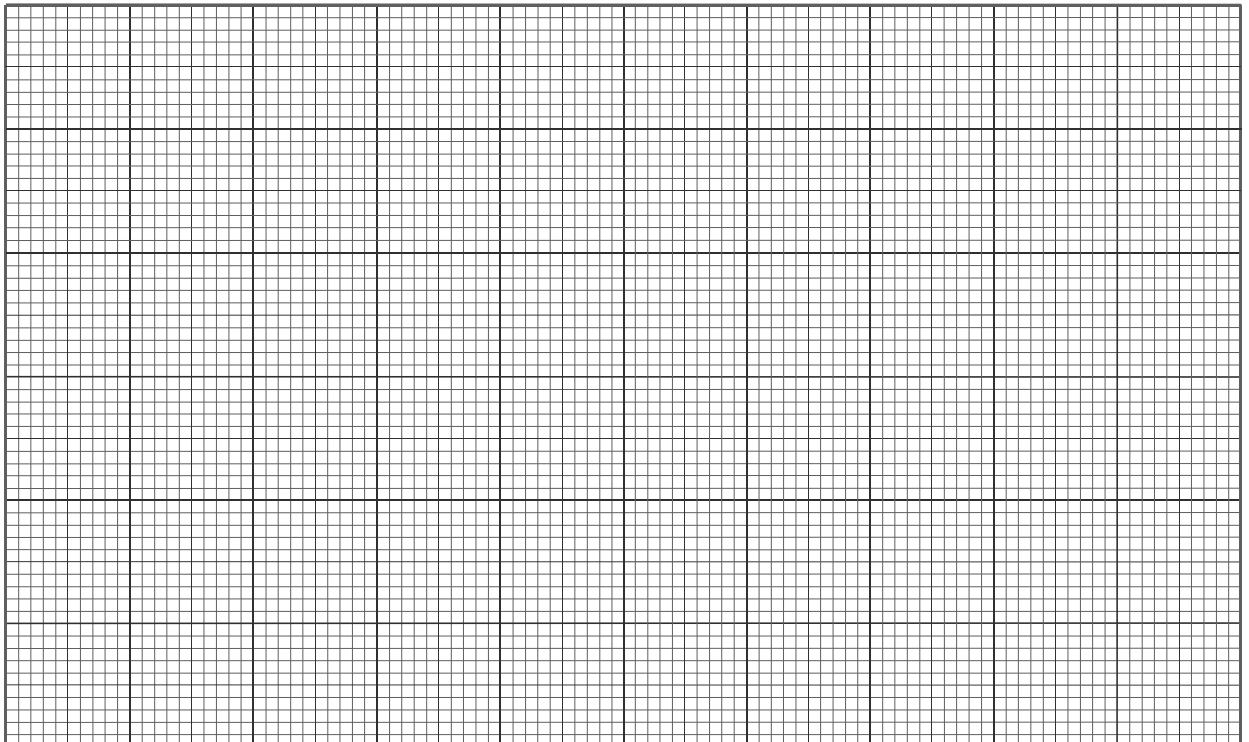
$$d_d = \underline{\hspace{2cm}}$$

$$v_d = \underline{\hspace{2cm}}$$

Note: Since the  $R$  and  $S$  sections of the graph have  $v = 0$ , and  $d = 0$ , we will only work on the  $A$ ,  $I$  and  $D$  sections.

2. **Compare the velocities** of each section of the graph. The maximum velocity should be the same.
3. **Compare the displacements.** The three sections should add up to your total measurements.
4. **Compare the times.** The times in the three sections should add up to your measured total times.
5. **Make changes to your graphs** to make a closer fit to your measurements.
6. **Sketch a new v:t graph** with all of your changes.

Velocity, metres per second



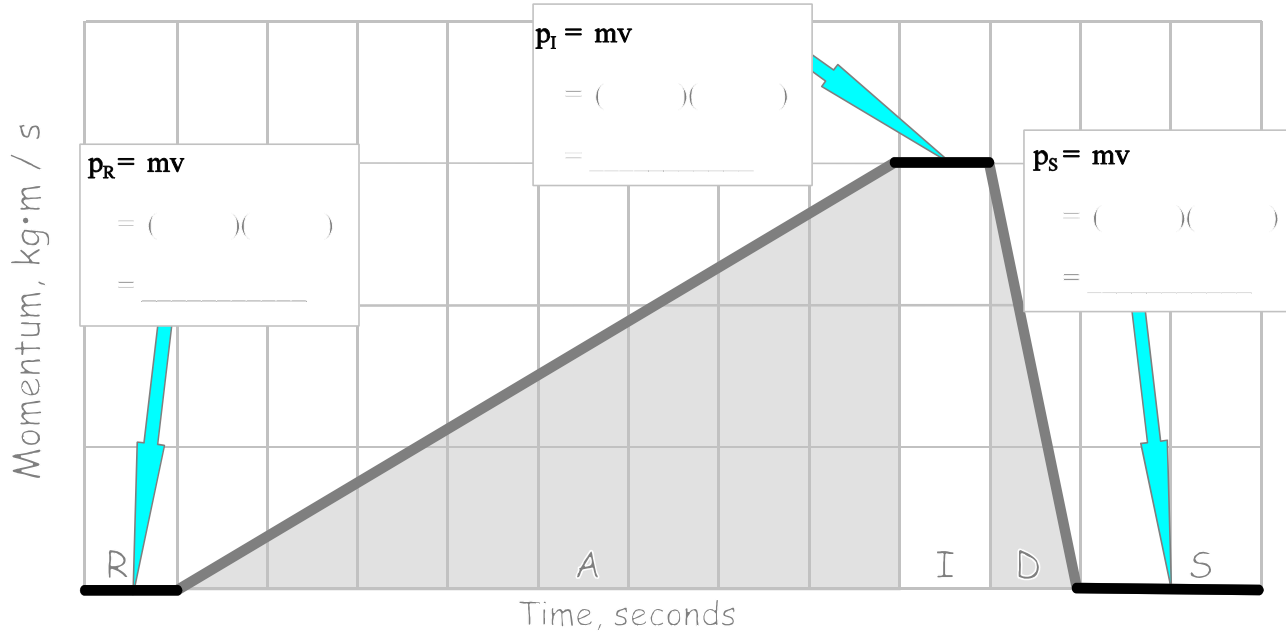
Time, seconds

# 4 Sketch New Momentum : time graph

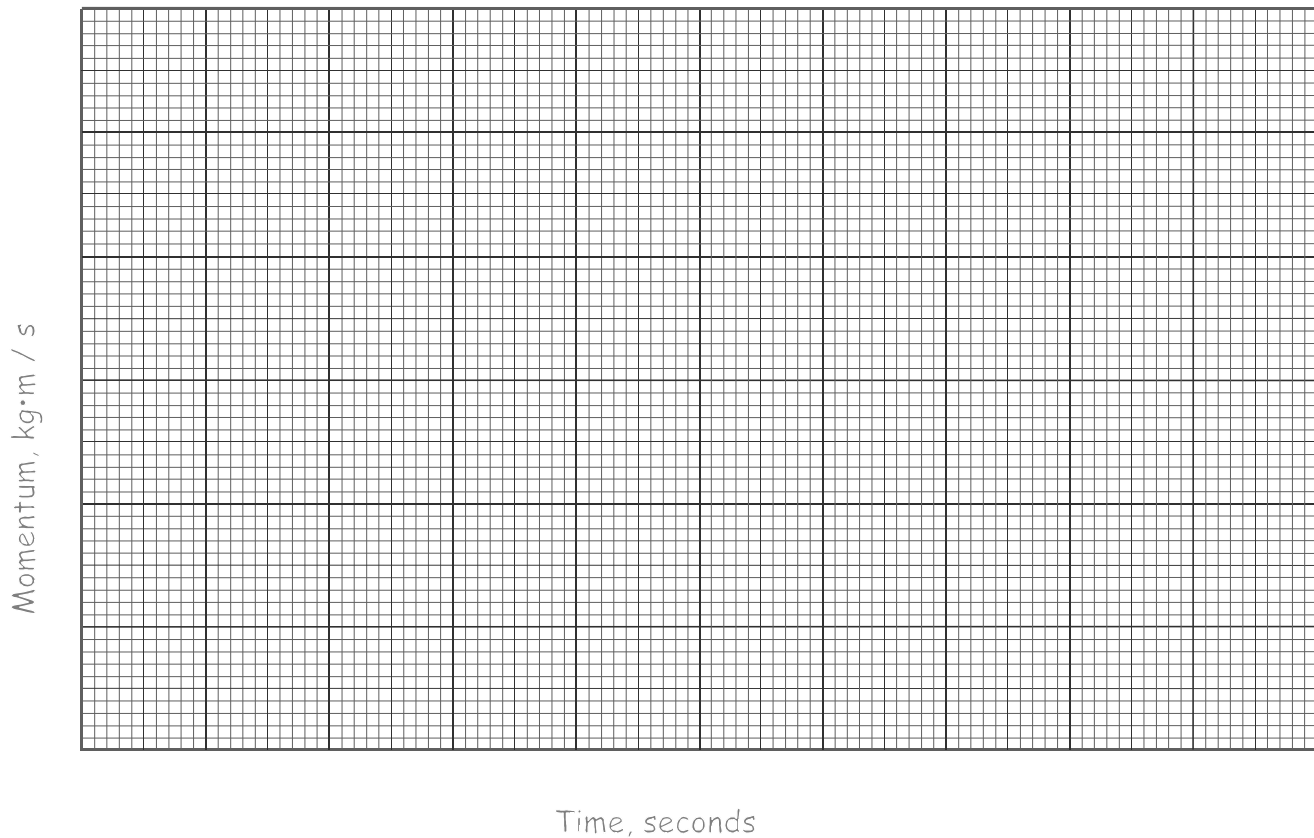
# Running Broad Jump

**Momentum is “mass in motion.”** It is easily found by multiplying the mass of your teacher by the velocity of the teacher. Bigger teacher, greater momentum. Faster teacher, more momentum. A big fast teacher: Lots of momentum!! Of course, when your teacher isn't moving, there is no momentum at all.

1. Calculate the momentum at **R**, **I** and **S**. Remember... Momentum  $p = mv$



2. Sketch a new **p:t** graph with the same time scale as your v:t graph on pg 3.



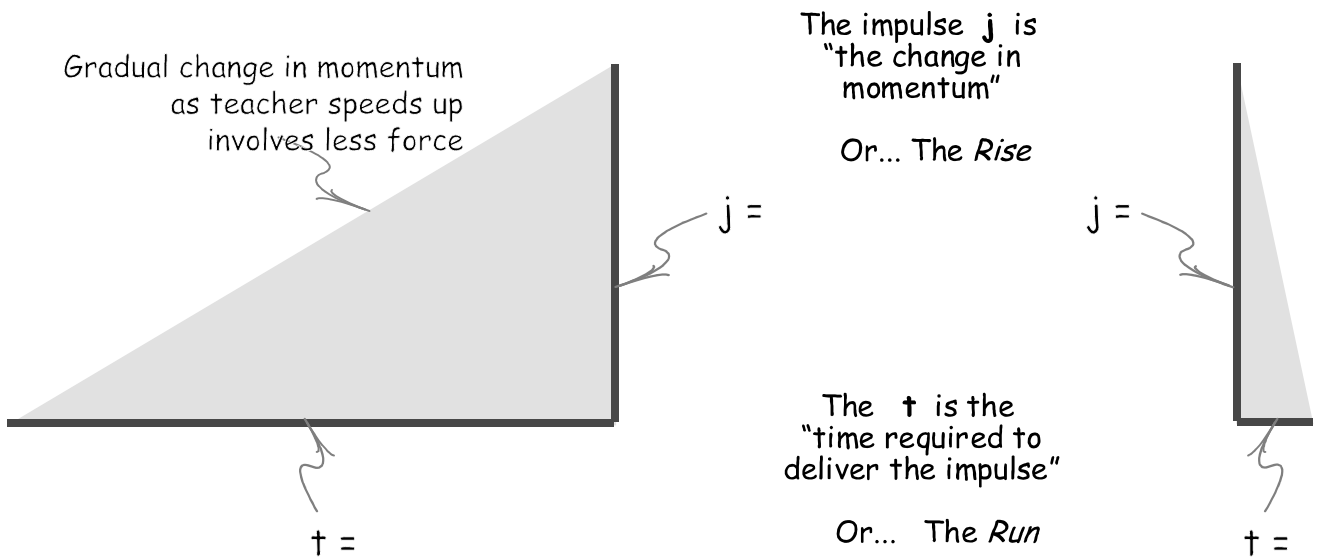
# 5 Find Impulse $j$ and Force $F$

# Running Broad Jump

Impulse  $j$  is the “jolt” or the “oomph” that is given to any object when it changes its velocity. The impulse is the “change in momentum.” On your *momentum : time* graph, the impulse  $j$  is the *height* of the triangle, or the *rise* of the triangle.

The time taken to deliver the “jolt” or “oomph” on your *momentum : time* graph is  $t$ .

3. Find the impulse  $j$  and the time  $t$  for the running broad jump and mark them on the graph below.



An impulse always involves a force. The force that is exerted can be great or small. A gradual change in momentum involves less force. A sudden change in momentum involves greater force. The size of the force can be found by the equation  $F = j \div t$ .

4. Find the Force that was exerted.

Force as teacher accelerates

$$j = (\text{_____})$$

$$t = (\text{_____})$$

$$F = \frac{j}{t}$$

$$= \frac{(\text{_____})}{(\text{_____})}$$

=

Force of sand stopping the teacher

$$j = (\text{_____})$$

$$t = (\text{_____})$$

$$F = \frac{j}{t}$$

$$= \frac{(\text{_____})}{(\text{_____})}$$

=

