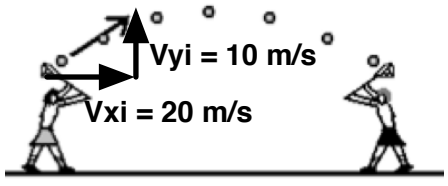
Wk 22 Projectile Motion

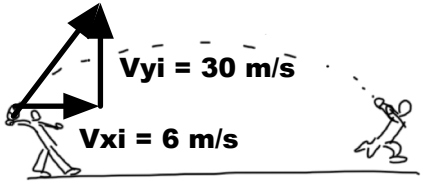
name:

3. Find Time & Dx

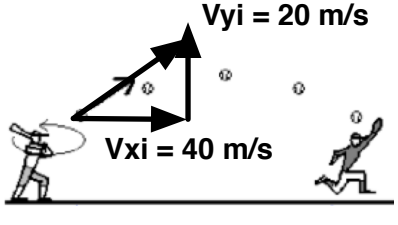
Dx = (Vxi)(t) **Vy = Vyi - 10t**



1a) Find the time to get to the top.
b) Find the time to go all the way.
c) Find Dx (the range of the projectile).



2a) Find the time to get to the top.
b) Find the time to go all the way.
c) Find Dx (the range of the projectile).



3a) Find the time to get to the top.
b) Find the time to go all the way.
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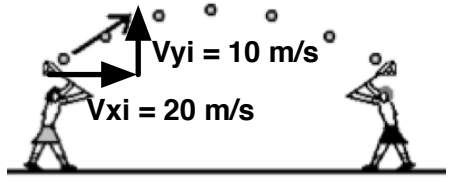

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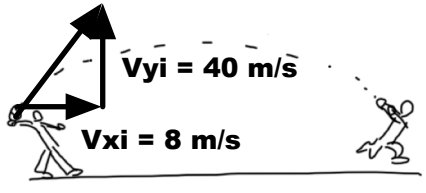

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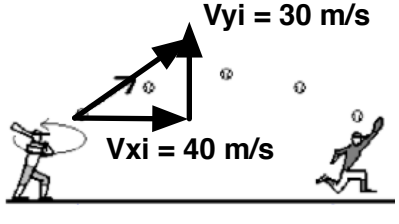
b) Find the time to go all the way.
c) Find Dx (the range of the projectile).



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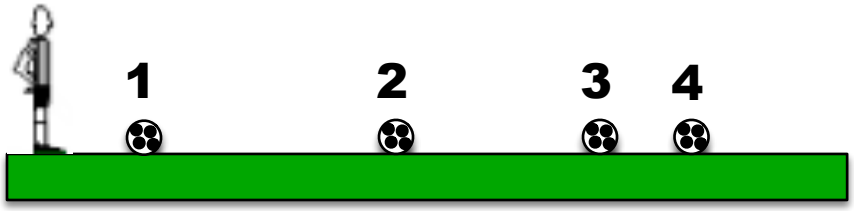


1. The soccer player kicked balls at various angles. See if you can match up where the ball landed to the angles.

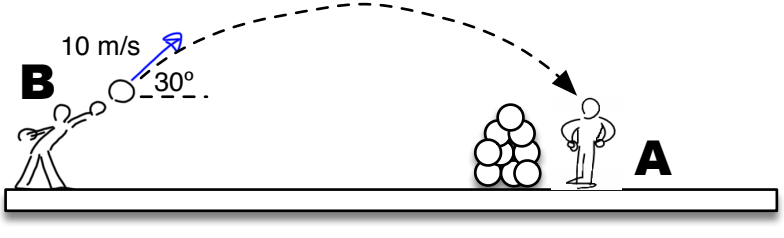
_____a) 45º _____b) 80º _____c) 40º _____d) 30º

e) What other angle could the soccer player use to hit the same spot as the 40º shot?

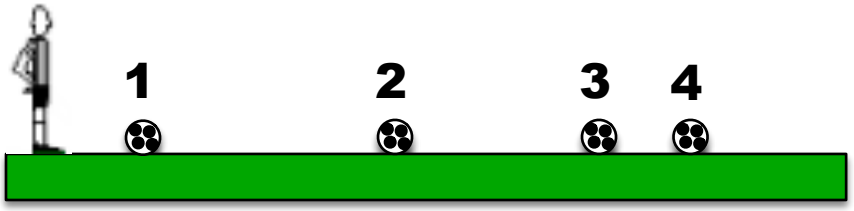
2. Person A on the right has built a snow-fort. There are always two complementary angles that will hit the same spot - a high and a low angle.

a) If person B wants to knock the wall down, he should throw at the
□ high angle □ low angle

b) If person B wants to actually hit person A, he should throw at the
□ high angle □ low angle



(Optional) Person B actually throws with the velocity shown (speed & angle).
a) Find the Vxi and the Vyi.
b) FInd the time to go all the way.
c) Find the Dx (the range of the projectile.)



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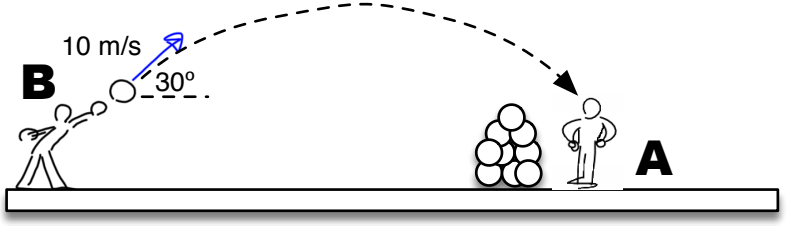

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