Learning and Simulating Projectile Motion: Part I

TRY TO ENTER THE ANSWER YOU <u>EXPECT</u> BEFORE ACTUALLY RUNNING THE <u>SIMULATION !</u>

1. (a) Do you EXPECT the horizontal distance (Range) an object flies to depend on its mass?

EXPECTATION: Yes No

SIMULATION: Yes No

2. Do you EXPECT a Buick car to fly longer or shorter distance than a golf ball given the same initial speeds and launch angles?

EXPECTATION:	Longer	Shorter	Same	
SIMULATION:	Longer	Shorter	Same	

3. Do you EXPECT the vertical distance an object flies (Maximum Height) to be dependent on its mass?

EXPECTATION: Yes No

SIMULATION: Yes No

1. Do you EXPECT a Buick car to climb up higher or lower than a golf ball given the same initial speeds and launch angles?

EXPECTATION:	Longer	Shorter	Same
SIMULATION:	Longer	Shorter	Same

5. Three objects are being shot with the same speeds but with the different launch angles of 65%, 45%, and 30%. Which object do you EXPECT to fly longer horizontal distance (Range)? Rank the results with the numbers 1, 2, and 3. (1 for the winner)

EXPECTATION:	65%	45%	30%
SIMULATION:	65%	45%	30%

6. Three objects are being shot with the same speeds but with the different launch angles of 65%, 45%, and 30%. Which object do you EXPECT to stay in the air longer? Rank the results with the numbers 1, 2, and 3. (1 for the winner)

EXPECTATION: 65% 45% 30%

SIMULATION: 65% 45% 30%

7. If the initial speed is doubled, given the same launch angle, how that would affect: **<u>Range:</u>**

EXPECTATION:	same	double	triple	quadruple
SIMULATION:	same	double	triple	quadruple
<u>Max Height:</u>				
EXPECTATION:	same	double	triple	quadruple
SIMULATION:	same	double	triple	quadruple
<u>Flight Time:</u>				
EXPECTATION:	same	double	triple	quadruple
SIMULATION:	same	double	triple	quadruple

8. Move the target at the horizontal distance 10 m away and the height of 7 m. Use a stretchable and movable ruler shown to achieve that. Try to shoot with a piano to hit a target with the initial speed of 50 m/s. Record the EXPECTED and SIMULATED launch angles.

EXPECTED ANGLE:

SIMULATION: