

Ch 6 and 7 On-paper Homework (due Friday 30th)

Investigate projectile motion using the simulation at http://phet.colorado.edu/sims/projectile-motion/projectile-motion_en.html

- a) Develop a rule that describes how the initial speed of an object affects the height of its projectile motion. Explain how you used the simulation to determine this rule. Use what you know about the relationships between displacement, velocity, and acceleration to make sense of your findings from the simulation.

- b) Develop a rule that describes how the mass of an object affects its' projectile motion. Explain how you used the simulation to determine this rule. Use Newton's 2nd law to make sense of your findings from the simulation.

- c) Develop one more rule about how an initial condition affects an aspect of the projectile motion of an object. Explain how you used the simulation to determine this rule.