© Fun with 1-D Motion Equations Lab ©

DUE pts	Please use the GUE format.
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Part 1: How quickly can you react? Using only a meter stick and physics calculate your reaction time. Make sure everyone in your group does his/her own reaction time. Have

one person hold the meter stick and place your fingers by the 20 cm mark. They will let go (without telling you) and you will catch it. Record how far it falls in cm and then convert to meters.



Part 1 B: If you found your reaction time to be 0.29 sec, what was your Δy in **cm**?

Δy = cm

Part 2: Foam Rocket:

- 1. Pop the rocket straight up into the air. It has to be straight up because we are using 1-D equations.
- 2. Time how long the rocket is in the air. ____6.22___ sec Time just down = ___
- 3. Determine how fast (v_f) it is going in both m/sec and mph as you catch it on its way back down.

Vf =	m/s =	mph

4. Calculate **how high** (Δy) it went. Make sure to use the GUE format.

Δy =



<u>Part 3</u>: Toy car acceleration

- 1. Measure a 2.5 meter track.
- 2. Starting from rest, record the time it takes your toy to travel across the track: _3.55____ sec
- 3. Calculate the **acceleration** of your toy using the GUE format.



4. Calculate the **final velocity** of your toy in **m/s** using **2 different equations** (answers should be the same!) and then convert your answer to **mph**.

Equation 1:

Equation 2:



One last 1-D Motion Problem:

1. You drop a ball off the second story and it takes 3.50 sec to hit the ground. How far did it fall in both meters and FEET? (60 m) Show your work!

Δy = m, ft
