$\qquad$ Hour $\qquad$

## Fun with 1-D Motion Equations Lab ©

$\qquad$ DUE $\qquad$ pts Please use the GUE format.

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.
$\qquad$ cm $\qquad$ m
Calculate your reaction time ( $\Delta t$ ):

## Given:

Unknown:

## Equation:

$$
\Delta t=
$$

$\qquad$

Part 1 B: If you found your reaction time to be 0.29 sec , what was your $\Delta \mathrm{y}$ in $\mathbf{c m}$ ?

$$
\Delta y=
$$

$\qquad$ cm

## Part 2: Foam Rocket:

1. Pop the rocket straight up into the air. It has to be straight up because we are using l-D equations.
2. Time how long the rocket is in the air. $\qquad$ 6.22 sec Time just down = $\qquad$
3. Determine how fast $\left(v_{f}\right)$ it is going in both $\mathbf{m} / \mathbf{s e c}$ and mph as you catch it on its way back down.

$$
V f=
$$

$\qquad$ $\mathrm{m} / \mathrm{s}=$ $\qquad$ mph
4. Calculate how high $(\Delta y)$ it went. Make sure to use the GUE format.

$$
\Delta y=
$$

$\qquad$
$\qquad$ Hour $\qquad$

## Part 3: 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 $\qquad$ sec
3. Calculate the acceleration of your toy using the GUE format.

$$
a=
$$

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

## Equation 1:

## Equation 2:

$$
V f=
$$

$\qquad$ $\mathrm{m} / \mathrm{s}=$ $\qquad$ mph

## 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!
$\Delta y=$ $\qquad$ m, $\qquad$ ft
