

1 In this question take $g = 10$.

The directions of the unit vectors $\begin{pmatrix} 1 \\ 0 \\ 0 \end{pmatrix}$, $\begin{pmatrix} 0 \\ 1 \\ 0 \end{pmatrix}$ and $\begin{pmatrix} 0 \\ 0 \\ 1 \end{pmatrix}$ are east, north and vertically upwards.

Forces \mathbf{p} , \mathbf{q} and \mathbf{r} are given by $\mathbf{p} = \begin{pmatrix} -1 \\ -1 \\ 5 \end{pmatrix}$ N, $\mathbf{q} = \begin{pmatrix} -1 \\ -4 \\ 2 \end{pmatrix}$ N and $\mathbf{r} = \begin{pmatrix} 2 \\ 5 \\ 0 \end{pmatrix}$ N.

(i) Find which of \mathbf{p} , \mathbf{q} and \mathbf{r} has the greatest magnitude. [2]

(ii) A particle has mass 0.4 kg. The forces acting on it are \mathbf{p} , \mathbf{q} , \mathbf{r} and its weight.

Find the magnitude of the particle's acceleration and describe the direction of this acceleration. [4]

2 The directions of the unit vectors \mathbf{i} and \mathbf{j} are east and north.

The velocity of a particle, $\mathbf{v} \text{ m s}^{-1}$, at time t s is given by

$$\mathbf{v} = (16 - t^2)\mathbf{i} + (31 - 8t)\mathbf{j}.$$

Find the time at which the particle is travelling on a bearing of 045° and the speed of the particle at this time. [6]

3 A football is kicked with speed 31 m s^{-1} at an angle of 20° to the horizontal. It travels towards the goal which is 50 m away. The height of the crossbar of the goal is 2.44 m.

(i) Does the ball go over the top of the crossbar? Justify your answer. [6]

(ii) State one assumption that you made in answering part (i). [1]

- 4 The three forces $\begin{pmatrix} -1 \\ 14 \\ -8 \end{pmatrix}$ N, $\begin{pmatrix} 3 \\ -9 \\ 10 \end{pmatrix}$ N and \mathbf{F} N act on a body of mass 4 kg in deep space and give it an acceleration of $\begin{pmatrix} -1 \\ 2 \\ 4 \end{pmatrix}$ m s⁻².

(i) Calculate \mathbf{F} . [4]

At one instant the velocity of the body is $\begin{pmatrix} -3 \\ 3 \\ 6 \end{pmatrix}$ m s⁻¹.

(ii) Calculate the velocity and also the speed of the body 3 seconds later. [4]

- 5 The position vector of a toy boat of mass 1.5 kg is modelled as $\mathbf{r} = (2 + t)\mathbf{i} + (3t - t^2)\mathbf{j}$ where lengths are in metres, t is the time in seconds, \mathbf{i} and \mathbf{j} are horizontal, perpendicular unit vectors and the origin is O.

(i) Find the velocity of the boat when $t = 4$. [3]

(ii) Find the acceleration of the boat and the horizontal force acting on the boat. [3]

(iii) Find the cartesian equation of the path of the boat referred to x - and y -axes in the directions of \mathbf{i} and \mathbf{j} , respectively, with origin O. You are not required to simplify your answer. [2]

6 An object of mass 5 kg has a constant acceleration of $\begin{pmatrix} -1 \\ 2 \end{pmatrix} \text{ m s}^{-2}$ for $0 \leq t \leq 4$, where t is the time in seconds.

(i) Calculate the force acting on the object. [2]

When $t = 0$, the object has position vector $\begin{pmatrix} -2 \\ 3 \end{pmatrix} \text{ m}$ and velocity $\begin{pmatrix} 4 \\ 5 \end{pmatrix} \text{ m s}^{-1}$.

(ii) Find the position vector of the object when $t = 4$. [3]

7 An object of mass 5 kg has a constant acceleration of $\begin{pmatrix} -1 \\ 2 \end{pmatrix} \text{ m s}^{-2}$ for $0 \leq t \leq 4$, where t is the time in seconds.

(i) Calculate the force acting on the object. [2]

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(ii) Find the position vector of the object when $t = 4$. [3]