1 Ignore upthrust throughout this question

	(a)	paper: drag / air resistance / friction (upwards) (seen anywhere in <b>(a)</b> ) drag /air resistance / friction = weight / <u>force</u> of gravity no resultant (force) / forces balance / upwards force = downwards force <u>AND</u> no acceleration		1
		OR	n: ight / <u>force</u> of gravity (always) bigger than air resistance force down bigger than force up air resistance hasn't time / distance to equal weight B1	1
	(b)	hit pap pap the the	at same speed / acceleration / rate, ignore fall at same time ) bottom at same time/together ) ber now accelerates (all the way) ) any 1 B1 ber no longer flutters side-side ) cy/paper NOT coin fall(s) faster ) paper (ignore coin) hits sooner ) DT constant speed/rate	[5]
2	(a	(i)	( <i>v</i> – <i>u</i> )/ <i>t</i> OR <i>v</i> / <i>t</i> OR 8/3 2.7 m/s <sup>2</sup>	C1 A1
		(ii)	<i>ma</i> OR 42 × answer from <b>(i)</b> OR 42 × 8/3 110/112 N e.c.f.	C1 A1
		(iii)	(distance in 1 <sup>st</sup> 3 secs =) 12 m OR (dist in last 3 secs =) 88 m	C1

(iii) (distance in 1 3 secs =) 12 m OR (distantast 3 secs =) 88 m C1 use of area of trapezium OR area of "top" triangle C1 7.7 m/s
 (b) longer time to top speed ) longer total time )

lower top speed	)		
lower finishing speed	)	any 2	B1+B1
specific/all speeds lower ( <b>not</b> speed decreases)	)		
less slope/less acceleration (in first section)	)		
greater slope/greater deceleration in 2 <sup>nd</sup> section	)		

[Total: 9]

3	(a (i)	straight line OR constant gradient / slope OR change in speed with time constant OR speed proportional to time	B1
	(ii)	increase in velocity / time OR $a = v/t$ , symbols, words or numbers 0.75 m/s <sup>2</sup>	C1 A1
	(b) (i)	decreases OR acceleration slows (down) NOT 'it slows down'	C1
	(ii)	equal to forward / downward force / force down slope OR constant / maximum OR (giving) no resultant force equal to component of weight (down slope)	C1 A1
	(iii)	1 graph starting at origin curved from start AND decreasing gradient AND	B1
		horizontal final part	B1
		2 label A on any correct curved region label B on horizontal region	B1 B1 [10]

4	(a	(i)	v/t or (v-u)/t or 28.5/3 or his correct ratio 9.3 to 9.5 m/s <sup>2</sup>	C1 A1	
		(ii)	area under graph or 0.5 × 3 × 28.5 or ½b×h 42 to 44 m (allow reasonable e.c.f.)	C1 A1	
		(iii)	15 m/s	B1	
	(b)	(plastic ball larger so) upward force/air resistance/drag more (or vice versa for IGNORE wind resistance rubber ball, this force not big enough to balance weight/gravity (force) plastic ball, upward force/air resistance big enough to balance/equal weight/gravit (force)			ball)
	(c)	•	or 0.05 × 10 or 50 x 10 accept 9.8 or 9.81 instead of 10 N or 0.49N or 0.4905N nothing else	C1 A1	[10]

5 <b>(a) (i)</b>	7(.0 s)	A1	
(ii)	PQ or 0 – 2s or other correct description	A1	
	distance = av. speed x time or area under graph	C1	
	distance 11 x 2 m= 22 m	A1	4
(b) (i)	deceleration (now) uniform (test 2)	B1	
	slower/lower (average) value/value between that of PQ and QR/takes longer (or values) time to come to rest.	B1	
(ii)	deceleration = change in speed/time or 15/8	C1	
	value = $1.9 \text{ m/s}^2$	A1	4
(c) (i)	graph shows constant acceleration	B1	
	force = ma (and m is also constant) so force is constant	B1	
(ii)	towards the centre of the motion/circle	A1	
			[11]

Accepts Da E 6 marted on time axis	<ul> <li>BD correct, (straight line i.e. constant acceleration)</li> <li>DE correct, (constant speed or slightly reducing speed only)</li> <li>EF correct, (speed reduced to zero, gradient steeper than BD)</li> </ul>	3	81 81 81	3	
No labels -1	b(i) force = 2 (N) work = (2 x 0.6) = 1.2 J*	2	C1 A1	-	
	(ii) k.e. = $0.5 \text{mv}^2$ = 0.5 x 0.2 x 2.5 x2.5 = 0.625 J*	3	C1 C1 A1	5	
	c velocity - vector, speed scalar direction changes so velocity changes	2	B1 B1	2	2
	d work done against friction (more)friction on EF (k)e. changed to heat less k.e. changed to p.e.	3	B1 B1 B1 B1	M3	