

Solutions

1a.

$\frac{2.5 \times 1000}{60}$	M1
$= 41.7 \text{ m s}^{-1}$	M1

1b.

$\frac{0.6}{1 \div (100 \times 100)}$	M1
$= 6000 \text{ kg m}^{-2}$	M1

1c.

$\frac{1.2 \times 10^3 \times (100 \times 100 \times 100)}{1000}$	M1
$= 1.2 \times 10^6 \text{ kg m}^{-3}$	M1

2a.

Model the ball as a particle	M1
Assume the floor is smooth	M1

2bi.

The velocity will be positive as the positive direction is defined as such.	M1
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2bii.

In real life the acceleration would be negative, as the ball always slows down. However, if we assume there is no friction, then the ball would move at constant velocity.	M1
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Solutions

1a.

$ v = \sqrt{3.5^2 + 2.5^2}$ $ v = \sqrt{4.30}$	M1
$ v = 4.30$ (to 3 s.f) Therefore, the speed of the toy car is 4.30 ms^{-1}	M1

1b.

Let the acute angle made with j be θ , then	M1
$\tan \theta = \frac{3.5}{2.5} = 1.4$	M1
$\theta = 54.5^\circ$	M1
Angle required = $180 - \theta = 180 - 54.5 = 126^\circ$	M1



Solutions

1a.

$s = 7\mathbf{i} - 10\mathbf{j}$ $u = 2\mathbf{i} - 3\mathbf{j}$ $a = ?$ $t = 2$	M1
$\begin{pmatrix} 7 \\ -10 \end{pmatrix} = \begin{pmatrix} 2 \\ 3 \end{pmatrix} (2) + \frac{1}{2}a(2)^2$ $\begin{pmatrix} 7 \\ -10 \end{pmatrix} = \begin{pmatrix} 4 \\ -6 \end{pmatrix} + 2a$	M1
$a = \begin{pmatrix} 1.5 \\ -2 \end{pmatrix}$	M1
$a = \sqrt{1.5^2 + (-2)^2}$ $a = 2.5 \text{ ms}^{-2}$	M1

1b.

$v = u + at$ $v = \begin{pmatrix} 2 \\ 3 \end{pmatrix} + \frac{1}{2} \begin{pmatrix} 3 \\ 4 \end{pmatrix} (2)$ $v = \begin{pmatrix} 5 \\ -7 \end{pmatrix}$	M1
$\begin{pmatrix} a \\ a \end{pmatrix} = \begin{pmatrix} 5 \\ -7 \end{pmatrix} + \begin{pmatrix} 4 \\ 8.8 \end{pmatrix} T$	M1
Equating components: $-7 + 8.8T = 5 + 4T$ $4.8T = 12$	M1
$T = 2.5 \text{ seconds.}$	M1

