

Name:

Date:

Class:

## Momentum and Impulse

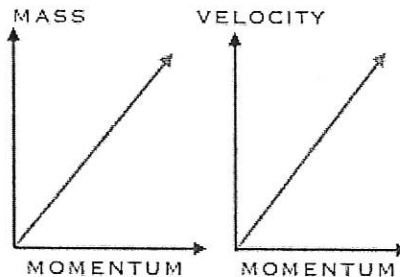
Standard units:

Mass: kilogram (kg)	Force: Newton (N) or (kg· m/s <sup>2</sup> )
Distance: meter (m)	Gravity: 9.8 m/s <sup>2</sup>
Time: seconds (s)	Momentum: kg· m/s

### *Momentum*

Momentum (p) is \_\_\_\_\_ in motion. Inertia is the tendency of an object to resist \_\_\_\_\_ in motion. Momentum is the product of \_\_\_\_\_ and velocity.

$$\text{Momentum (kg m/s)} = m \text{ (kg)} \times v \text{ (m/s)}$$



MOMENTUM INCREASES  
WHEN EITHER MASS OR  
VELOCITY INCREASE.

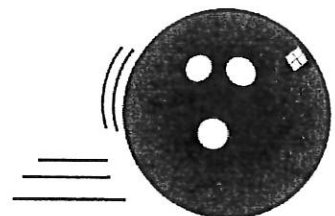
-> Which would have more momentum?

1. A car that is moving at 10 m/s or a car moving at 20 m/s? Explain.

2/ A car that is moving at 20 m/s or a car that is twice as massive that is moving at 10 m/s? Explain.

### *Impulse*

-> Which would you rather catch, a bowling ball that has fallen 1 m or a bowling ball that has fallen 10 m? Why?



Ex. Roller skater throws a softball forwards

\_\_\_\_\_ :  $p=mv$

What happens to colliding objects? Remember car crashes?

### Conservation of momentum

The conservation of momentum can be seen in a \_\_\_\_\_. Take two pool balls with the same mass. When a moving ball hits a ball at rest, the moving ball will \_\_\_\_\_ its momentum to the ball at rest. Momentum is \_\_\_\_\_, it remains unchanged.

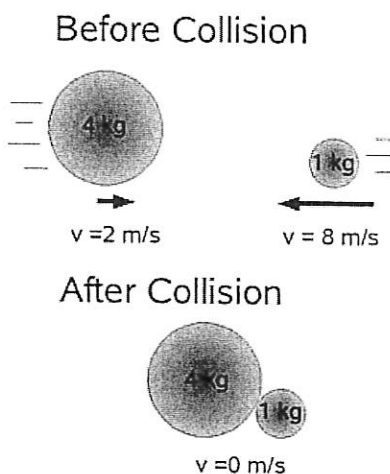
Net momentum \_\_\_\_\_ collision = net momentum \_\_\_\_\_ collision

In an \_\_\_\_\_ collision, the objects will switch their momenta. In this case, when the moving ball (a) hits the resting ball (b), (a) will \_\_\_\_\_ and (b) will move away at the same \_\_\_\_\_ as it was hit.

(Momentum of a + momentum of b)<sub>before</sub> = (Momentum of a + momentum of b)<sub>after</sub>  
 $p = mv$                        $p = \underline{\hspace{1cm}}$                        $p = 0$                        $p = mv$

The collisions between \_\_\_\_\_ molecules are perfectly elastic. Elastic collisions are characterized by the lack of deformation of the objects and the lack of \_\_\_\_\_ generation.

-> What would happen if ball (a) and ball (b) are both moving and have a head on collision?



In \_\_\_\_\_ collisions the colliding objects may \_\_\_\_\_ together. For example, if a moving car hits a resting car, the two cars together will have the same momentum as the moving car had before the collision.

-> Will the two cars together be moving faster or slower than the original moving car? Why?

->If you were a stunt actor, after jumping out of a window would you rather land on concrete or on an air mattress?

In order to change momentum ( $p$ ) you must exert an external

\_\_\_\_\_ , and the longer the force is applied, the more the  
\_\_\_\_\_ will change. The change in  $p$  is called  
\_\_\_\_\_.

$$\text{Impulse} = \text{force (N)} \times \text{time (s)}$$

Therefore, if we combine the equation for impulse and momentum we get:

$$Ft = \Delta mv$$

You can think of  $Ft$  as the impulse that reduces the momentum (to zero). The more time it takes to reduce the momentum, the \_\_\_\_\_ the force, while the less time it takes to reduce the momentum, the \_\_\_\_\_ the force.

$$F = \frac{\Delta mv}{T}$$

-> If you got punched, would it hurt more if you "rolled" with the punch or stood completely still? Why?



-> If you have the same momentum in a car crash whether you are wearing a seatbelt or not, then why is it a good idea to wear a seatbelt?

Bouncing one object off another will apply a \_\_\_\_\_ force on the object that is hit. When you bounce a ball on the floor, the floor must apply an impulse to stop the ball *and* to \_\_\_\_\_ it back up.

-> Breaking a stack of bricks with your bare hand.

1. Would you want your strike to last a long time or a short time? Why?

2. If your hand bounces upon impact, does the impulse increase or decrease? Why?