

## Lab 7: Force and Motion II

**Goals:** Improve communication and teamwork capacities; Improve ability to make, describe, and record observations; Gain more familiarity with circular motion; Use Newton's 2<sup>nd</sup> Law to relate net force, mass, and acceleration, including situations involving circular motion and static and kinetic friction.

**Groups & Lab Notebook:** Work in groups of 2 to have a discussion partner. Update Table of Contents. General Lab Notes guidelines apply.

### Part 1: Turntable and Circular Motion

- Note: you are just using LoggerPro for its movie player capacity; you are not actually performing video analysis on the movie. In other words, don't make a motion diagram, position vs. time graphs, etc. Recall that you can slow down the movie playback speed using Movie Options (right click on the movie).
- Launch LoggerPro. Using Insert: Movie, insert the movie turntable (in the program file share under Handouts/Lab07). Watch the movie and verify that it takes 5.205 seconds for the yellow block to make 3 full revolutions (recall that the time stamp is in the upper right hand corner of the movie window).
- Calculate the angular speed of the yellow block in revolutions per second (assume constant angular speed).
- What is the angular speed of the blue block? The green (light blue?) box?
- Assuming the angular speed is constant, calculate how long it will take to complete 2 full revolutions. Verify your answer using the movie.
- There are other units for angular speed. Convert your answer from part b) from rev/sec to RPM (revolutions per minute), degrees/sec, and rad/sec. Recall that one full cycle is 360 degrees, which is  $2\pi$  radians. Clearly show your calculations, and organize your answers into a tidy final form (such as a table).
- The yellow box is 12 cm from the center of the turntable. Determine the speed of the yellow box in two ways: by determining the total distance the yellow box traveled in some known time and using  $v = d/t$  (you will need to recall/look up/use the formula for the circumference of a circle) and by using the relation  $v = r\omega$  (be careful with your choice of units for angular speed – ask if you're unsure).

### Part 2: Conical Pendulum

- View the video "Airplane on a string" available at [http://serc.carleton.edu/dmvideos/players/airplane\\_string.html?hide\\_banner=true](http://serc.carleton.edu/dmvideos/players/airplane_string.html?hide_banner=true) (you can find a direct link at a post on the program web-site sites.evergreen.edu/summerphysics). You can play the video frame-by-frame (not recommended for general viewing), using the scroll bar, or just by clicking in the video screen. Watch the video several times.
- In the video, a toy airplane of mass  $M$  moving with constant speed  $v$  attached to a fixed point on the ceiling by a string of length  $L$  makes a circle of radius  $R$  with an angle  $\theta$  (with respect to vertical) in time period  $T$  (note here  $T$  stands for period, not tension). The string has tension  $F_T$  and at the fixed point is connected to a spring scale. Consider the quantities  $M$ ,  $v$ ,  $L$ ,  $R$ ,  $\theta$ ,  $T$ , and  $F_T$ . Which of these can you directly determine from the video? (Hint: you can determine 3 of these quantities directly from the video).
- Using Newton's second law, uniform circular motion, and trigonometry, you can find all the other quantities. Find as many as you can. Note: this is a challenging problem, and similar to (but harder than) the last problem on HW4.

### Part 3: Block sliding down ramp.

- View the video "Block slides down ramp" available at [http://serc.carleton.edu/dmvideos/players/block\\_slides\\_ra.html?hide\\_banner=true](http://serc.carleton.edu/dmvideos/players/block_slides_ra.html?hide_banner=true).
- Determine the coefficients of static friction and kinetic friction. Note: this is a challenging problem, but similar to material from HW4.