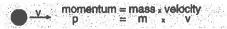
Momentum and Impulse.

Unit II – Chapter 7
Physical Science - Physics

Momentum

- Momentum Inertia in motion.
- Momentum mass & movement.
 - No movement = no momentum.
- Momentum (ρ) = mass times velocity
 ρ = mv



Momentum

 Suppose a roller skate and truck were rolling down the same hill.

Practice Question:

Can you think of a case where the roller skate and the truck (shown in Figure 7.1) would have the SAME momentum?

	Momentum	
	 Momentum can change by changing the mass and/or the velocity of an object. 	
	The more force on an object The faster the object will go	-
	The more momentum you have	,
		-
		_
		_
	Impulse	
	 Impulse (I) – The change in momentum. <u>Calculate:</u> Force multiplied by time. 	· · · · · · · · · · · · · · · · · · ·
	l = FΔt	-
	Impulse = change in momentum I = Δρ	-
	FΔt = mv	
	The longer it takes the change the momentum of an object, the larger the impulse.	-
	an object, the larger the impulse.	
	· · · · · · · · · · · · · · · · · · ·	
ï		
	Impulse	
	impulse	
	Practice Question:	
	Which would give you a larger impulse: Hitting a	
	concrete wall or hitting a padded wall?	
		X
- 1		

Previously on	
Summarize: 1. Momentum = Inertia in motion. p = mv	
2. Impulse = Change in momentum. I = Ft	
3. Overall Equation: Ft = Δmv	
	1
Section II – Conservation.	
The Law of Conservation of Momentum.	
"In the absence of an external force, the momentum of a system remains unchanged"	
Momentum _{Before} = Momentum _{After}	(<u>====================================</u>
$m_{Before}v_{Before} = m_{After}v_{After}$	
	1
Section III - Collisions.	
When two objects hit each other	
Elastic Collision Inelastic Collision	
When two objects collide, the abjects will bounce off each other. When two abject collide, the objects will stick together.	-
Ex. Billiard Balls Ex. Football Tackle	

Elastic Collision	**************************************
Before	
→> →	
COLLIDE (Bounce)	
After	
Airei>	
Elastic Collision	
Botus Collision Collision After Cultures	
1 0 1 0 1 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	
	1
Inelastic Collision	-
Before	-
-30 m/s	
COLLIDE (Stick)	
	
After 15 m/s	