



ANSWER BOOK

Momentum and impulse

Mechanics · Year 12

AQA 3.4.1.6 · CIE 3.1, 3.3 · OCR A 3.5.1, 3.5.2

10 questions · 31 marks

NAVY EDITION

SECTION A · Warm-up

- A1** $p = mv = 2.0 \times 8.0 = 16 \text{ kg m s}^{-1}$ (or N s). [2]
- A2** In a collision or explosion, the total momentum before equals the total momentum after, provided no external resultant force acts on the system. [2]
- A3** Impulse = force $\times$ time for which it acts ($F\Delta t$). It equals the change in momentum of the object, $\Delta(mv)$. [4]

SECTION B · Standard

- B1** (a) Impulse = $F\Delta t = 20 \times 3.0 = 60 \text{ N s}$. (b) Impulse = $\Delta(mv) = mv$, so $v = 60/4.0 = 15 \text{ m s}^{-1}$. [4]
- B2** Momentum: $2.0 \times 3.0 = (2.0 + 1.0)v$, so $v = 6.0/3.0 = 2.0 \text{ m s}^{-1}$. [3]
- B3** Before: $\frac{1}{2} \times 2.0 \times 3.0^2 = 9 \text{ J}$. After: $\frac{1}{2} \times 3.0 \times 2.0^2 = 6 \text{ J}$. Kinetic energy falls by 3 J, so the collision is inelastic. [4]
- B4** Total momentum starts at zero: $0 = m_{\text{gun}}v_{\text{gun}} + m_{\text{bullet}}v_{\text{bullet}}$. $v_{\text{gun}} = -(0.040 \times 200)/4.0 = -2.0 \text{ m s}^{-1}$ (i.e. 2.0 m s^{-1} backwards). [3]

SECTION C · Stretch

- C1** Taking right as positive: $(3.0 \times 4.0) + (1.0 \times -2.0) = (3.0 + 1.0)v$, so $v = 10/4.0 = 2.5 \text{ m s}^{-1}$ to the right. [4]
- C2** $F = \Delta(mv)/\Delta t$. (a) $F = (1000 \times 20)/0.10 = 200000 \text{ N}$. (b) $F = (1000 \times 20)/0.50 = 40000 \text{ N}$. A crumple zone lengthens the stopping time, reducing the force for the same change in momentum. [4]
- C3** The change in momentum of the occupant is fixed. Seatbelts and airbags increase the time over which they are brought to rest, and since force = change in momentum / time, a longer time means a smaller average force on the body. [4]