# **University of Virginia**

# **Department of Physics**

Physics 606: How Things Work II

Lecture #3 Slides:

**Falling Balls II** 

#### Weight and Mass

- An object's weight is proportional to its mass – weight ∝ mass
  - weight = constant  $\cdot$  mass
- On the Earth's surface, that constant is
  9.8 newtons/kilogram
  - called acceleration due to gravity

#### Acceleration Due to Gravity

- Why this strange name?
  - force = mass· acceleration (Newton's 2nd law)
  - -1 newton  $\equiv 1$  kilogram-meter/second<sup>2</sup> (definition)
  - 9.8 newtons/kilogram = 9.8 meter/second<sup>2</sup>
  - 9.8 meter/second<sup>2</sup> is an acceleration!
  - Acceleration due to gravity actually is an acceleration!
- On Earth's surface, all falling objects accelerate downward at *the acceleration due to gravity*!

### Why Things Fall Together

- Increasing an object's mass
  - increases the downward force on it
  - makes it need more force to accelerate
- These effects balance out perfectly

### A Falling Ball

- Falling ball accelerates steadily downward – Its acceleration is constant and downward
  - Its velocity increases in the downward direction
- Falling from rest (stationary):
  - Velocity starts at zero and increases downward
  - Altitude decreases at an ever faster rate









#### Question:

Suppose that I throw a ball upward into the air. After the ball leaves my hand, is there any force pushing the ball upward?



#### Question:

Can a ball ever push downward on a table with a force greater than the ball's weight?

#### **Observations About Ramps**

- Lifting an object straight up is often difficult
- Pushing the object up a ramp is usually easier
- The ease depends on the ramp's steepness
- Shallow ramps require only gentle pushes
- You seem to get something for nothing
- How does distance figure in to the picture?

## Type of Force

- Support force
  - Prevents something from penetrating a surface
  - Points directly away from that surface

## Physics Concept

- Net Force
  - The sum of all forces on an object.
  - Determines object's acceleration.