

**Chapter 5 WORD PROBLEMS!!!!**

When an object is **dropped**, its speed continually increases, and therefore its height above the ground decreases at a faster rate. The height  $h$  (in feet) of the object  $t$  seconds after it is dropped can be modeled by the function

$$h = -16t^2 + h_0$$

← initial height

where  $h_0$  is the object's initial height in feet,  $t$  is the time in seconds, and  $h$  is the height in feet.

**Use the above information to solve the following:**

Ex 1) A stunt man working on a set of a movie is to fall out of a window 200 feet above the ground.

a. What is the equation for this example?  $y = -16t^2 + 200$

b. How high will the stunt man be after .5 seconds? 2 seconds?

$$t = .5 \quad y = -16(.5)^2 + 200 \quad \boxed{y = 196 \text{ ft}}$$

$$t = 2 \quad y = -16(2)^2 + 200 \quad \boxed{y = 136 \text{ ft}}$$

c. How much time will it take him to reach a height of 64 feet?

$$64 = -16t^2 + 200$$

$$-136 = -16t^2$$

$$\sqrt{8.5} = \sqrt{t^2}$$

$$t = 2.92 \text{ seconds}$$

$y = 64 \rightarrow$  solve for  $t$

d. When will the man hit a rectangular cushion that is 10 feet above the ground?

$$10 = -16t^2 + 200$$

$$-190 = -16t^2$$

$$11.875 = t^2$$

$$t = 3.45 \text{ seconds}$$

$y = 10 \rightarrow$  solve for  $t$

e. What is the proper domain for this function? The proper range?

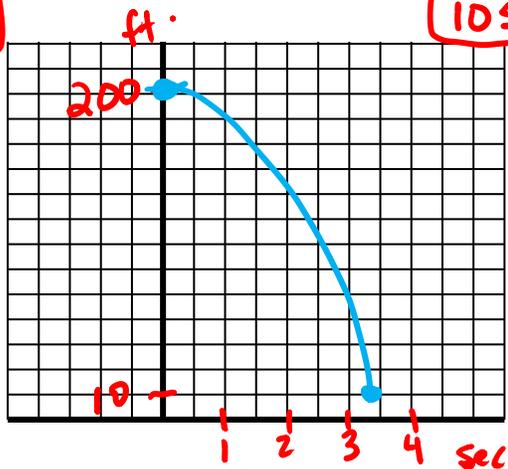
domain  $0 \rightarrow 3.45 \text{ sec.}$

range  $10 \rightarrow 200 \text{ feet}$

$$0 \leq t \leq 3.45$$

$$10 \leq y \leq 200$$

f. Graph the function:



- $(.5, 196)$
- $(2, 136)$
- $(2.92, 64)$
- $(3.45, 10)$

Ex 2) At an engineering school, students are challenged to design a container that prevents an egg from breaking when dropped from a height of 50 feet. Write an equation giving a container's height  $h$  (in feet) above the ground after  $t$  seconds. Write an equation representing the situation and determine how long it will take for the container to hit the ground?  $h=0$  ft.

$$h = -16t^2 + 50$$

$$0 = -16t^2 + 50$$

$$-50 = -16t^2$$

$$3.125 = t^2$$

$$t = 1.77 \text{ seconds}$$

For an object that is **launched or thrown**, an extra term  $v_0t$  must be added to the model to account for the initial vertical velocity  $v_0$ .

$$h = -16t^2 + v_0t + h_0$$

**Initial velocity** can be ...

positive - **thrown upward**

negative - **thrown downward**

zero - **dropped**

Ex 3) A baton twirler tosses a baton into the air. The baton leaves the twirler's hand 6 feet above the ground has an initial velocity of 45 feet per second.

a. What is the equation?

$$h = -16t^2 + 45t + 6$$

b. What is the highest point that the baton will go?

\* could use  $x = \frac{-b}{2a}$

OR  $(1.41, 37.64)$   
 $37.64$  ft

\* VERTEX - use **max** on the calculator  
 \* 2nd Trace - maximum left (ent), right (ent), guess (ent)

c. The twirler catches the baton when it falls back to a height of 5 feet. How long is the baton in the air?

$$5 = -16t^2 + 45t + 6$$

$y_2$        $y_1$

\* use intersect

