2.3 Relative Velocity and Navigation

Review: Last class we looked at vector addition in 2D where 2 vectors contributed to the motion of an object. This lesson will look at more of these examples.

Before looking at relative velocity, we need to discuss _____.

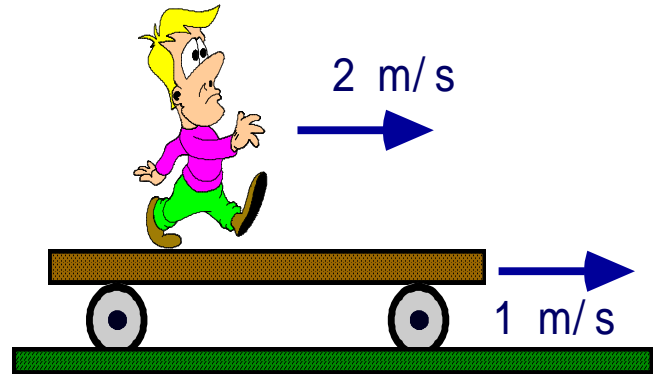_____ is a set of coordinate axis of which we will analyze position and motion.

What happens when one reference frame is within another reference frame?

Ex 1: A man walks to the right with a velocity of 2 m/s on a platform that moves with a velocity of 1 m/s to the right.

a) What is the person's velocity relative to the platform?

Reference frame: _____

$V_{person-platform}$ = _____m/s

b) What is the person's velocity relative to the ground?

Reference frame: _____

$V_{person-ground}$ = $V_{person-platform}$ + $V_{platform-ground}$

$V_{person-ground}$ = _____m/s + _____ m/s

$V_{person-ground}$ = _____ m/s

Notice that the platform reference frame canceled out in our equation in their respective locations to give us the velocity of the person relative to the ground.

What if the person was a canoe, the platform was a moving river, and we're dealing with a 2D problem?

Ex 2: A student in a canoe is trying to cross a 40.0 m wide river that flows to the east at 8.0 m/s. The student can paddle at 14.0 m/s.

Draw a picture:

a) Will the canoe travel in a straight line going North if the student paddles North?
b) If he points due north and paddles, what will be his resultant velocity?

c) How long will it take him to cross?

d) How far downstream will he land when he gets to the other side?

e) How should he paddle so that he moves in a straight line across the river going North? At what angle should he point his canoe?

f) How long will it take him to cross the river in e)?

HW: The Across the River Problem (#1), Vector Problems (#4-10), Vector Problems section 2 (#1-6)