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Student Exploration: Golf Range

Directions: Follow the instructions to go through the simulation. Respond to the questions and prompts in the orange boxes.

Vocabulary: acceleration, air resistance, gravity, hang time, launch angle, projectile motion, trajectory, vector, velocity

Prior Knowledge Questions (Do these BEFORE using the Gizmo.)

1. You are in a contest with your friends to see who can drive a golf ball the farthest. Should you hit a "line drive" (low to the ground) or a shot with a very high angle? Explain.

Low to the ground, because with a lower angle the horizontal component will be larger, which means it will travel farther.

2. Golf drives travel much farther than Major League home runs. Why might this be?

The golf is heavier and has smaller size (greater density), so the air resistance on the golf ball is smaller.

Gizmo Warm-up

Have you ever hit a hole-in-one? You will have a chance to do that in the Golf Range Gizmo, where you will see how a variety of factors affect the path of a golf ball. The movement of objects such as a ball through space is called **projectile motion**.



1. Press **Play** (▶). Did the ball go too far, the right distance, or not far enough?

not far enough

2. Click **Reset** (↺). Move the v_{initial} and θ sliders to adjust the **velocity** and **launch angle** until you get a hole-in-one. (With the Gizmo sound on (🔊) you will hear "Hole in one!")

What were the velocity and launch angle values?

$v = 65\text{m/s}$ $\theta = 45^\circ$

3. Can you get holes-in-one using other combinations of v_{initial} and θ ? If so, give an example.

yes, $v = 80\text{m/s}$ $\theta = 19^\circ$

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Golf Range Physics Answer Key

Diana Bloom



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