

## About the Lesson

This activity examines the motion of a ball as it falls under the influence of gravity. The parameters in the vertex form of the quadratic equation  $y = a(x - h)^2 + k$  are determined to describe the behavior of a ball bounce. As a result, students will:

- Collect motion data and graph scatter plots.
- Determine the quadratic equation for a ball bounce.
- Determine the value of the coefficient  $a$  in the vertex form of a quadratic equation.
- Explore the effect of  $a$  on the shape of the graph.
- Interpret the meaning of the value of  $a$  in the context of the problem situation as one half of the acceleration due to gravity.

## Vocabulary

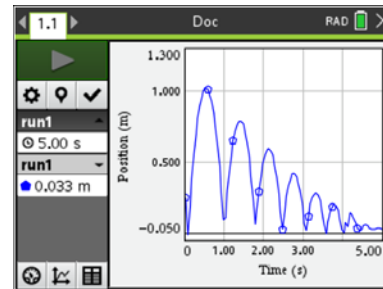
- Vertex
- Vertex form of a quadratic function
- Vertical reflection, vertical stretch, and vertical compression

## Teacher Preparation and Notes

- Students should have worked with translations, reflections, and vertical stretches and compressions of functions.
- This activity provides an opportunity for math-science connections.
- This activity is best performed with at least three students: one to hold the CBR™ 2 and press the trigger, one to release the ball, and one to run the calculator.

## Activity Materials

- CBR™ 2 motion sensor, USB CBR 2 to handheld cable, and TI-Nspire CX II
- Bouncing ball (Avoid using a soft or felt-covered ball such as a tennis ball.)
- Recommended: TI-Nspire™ CX Premium Teacher Software or TI-Nspire™ CX CAS Premium Teacher Software



### Tech Tips:

- This activity includes screen captures taken from the TI-Nspire™ CX II. It is also appropriate for use with the rest of the TI-Nspire CX family. Slight variations to these directions may be required if using other handheld models.
- Access free tutorials at <http://education.ti.com/calculators/pd/US/Online-Learning/Tutorials>



This activity could be demonstrated using the TI-Nspire™ CX Premium Teacher Software so the entire class can see the process. If you only have one CBR 2 motion sensor, send the data to each student's handheld after collecting the data. If you have enough CBR 2 devices, have students work in small groups and collect data.

### Setup

See directions in the Student Activity.

### Data Collection

See directions in the Student Activity.

### Data Collection Questions

- |  |  |
|--|--|
| 6. What quantity is represented along the horizontal axis? | <b><u>Answer:</u></b> time                           |
| What are its units?  | <b><u>Answer:</u></b> seconds                        |
| 7. What quantity is represented along the vertical axis?   | <b><u>Answer:</u></b> position or height             |
| What are its units?  | <b><u>Answer:</u></b> meters or feet                 |
| 8. What does the highest point on the plot represent?      | <b><u>Answer:</u></b> the maximum height of the ball |
| What does the lowest point represent?                      | <b><u>Answer:</u></b> the floor                      |

### Select a Region of the Graph

See directions in the Student Activity.



### Data Analysis

#### Method 1 – Vertex Form of a Quadratic Function; Determining the Value of $a$

See directions in the Student Activity.

#### Data Analysis Method 1 Questions

2. For any one bounce, a plot of distance vs. time has a parabolic shape. One form of the equation that describes this motion is  $y = a(x - h)^2 + k$  where  $(h, k)$  is the vertex of the parabola and  $a$  is the vertical stretch or compression factor of the graph. This equation is called the *vertex form*.

Record the  $x$ - and  $y$ -coordinates of the vertex as  $h$  and  $k$  here:

$h = \underline{\hspace{2cm}}$   $k = \underline{\hspace{2cm}}$

**Sample Answer:** Answers will vary.

4. Before storing a value for  $a$ , predict what the graph would look like if  $a = 1$ .

**Answer:** The graph will be concave up. It needs to be vertically reflected and vertically stretched to match the bounce.

5. Before storing a value for  $a$ , predict what the graph would look like if  $a = 0$ .

**Answer:** The graph will be the horizontal line  $y = k$ .

8. Record the value of  $a$  that works best:  $a = \underline{\hspace{2cm}}$

**Answer:** Answers will vary but the value of  $a$  should be approximately one-half the acceleration due to gravity,  $-4.9$  meters/second<sup>2</sup> or  $-16$  feet/second<sup>2</sup>.

9. Using this value of  $a$  and the  $h$  and  $k$  values you reported in Step 2, write the vertex form of the quadratic equation.  $y = \underline{\hspace{2cm}}$

**Answer:** Answers will vary but should be of the form  $y = a(x - h)^2 + k$ .



10. What effect does each have on the graph of the parabola?

- a. The sign (positive or negative) of  $a$ ?

**Answer:** Positive  $a$  value, the graph opens up; negative  $a$  value, the graph opens down. If  $a < 0$ , the graph is concave down; if  $a > 0$ , the graph is concave up.

- b.  $|a| > 1$ ?

**Answer:** If  $|a| > 1$ , the graph is a vertical stretch of  $y = x^2$ .

- c.  $|a| < 1$ ?

**Answer:** If  $|a| < 1$ , the graph is a vertical compression of  $y = x^2$ .

11. For the same bounce, press **Menu > Analyze > Graph Trace**, and trace along the plot to identify the x- and y-coordinates of a point that is not the vertex. Record the coordinates here.

$x = \underline{\hspace{2cm}}$   $y = \underline{\hspace{2cm}}$  (to 2 decimal places)

**Answer:** Answers will vary.

12. Substitute the coordinates of the vertex ( from Step 2) and the coordinates of a point on the plot of the parabola (( $x, y$ ) from Step 11) into the vertex form of a parabola,  $y = a(x - h)^2 + k$ , to solve for the value of  $a$ .

$a = \underline{\hspace{2cm}}$

Record the equation of the parabola in vertex form.

$y = \underline{\hspace{2cm}}$

**Answers:** Answers will vary but the value of  $a$  should be approximately one-half the acceleration due to gravity,  $-4.9$  meters/second<sup>2</sup> or  $-16$  feet/second<sup>2</sup>.

14. How does the value of  $a$  from Question 8 compare to the value of  $a$  from Question 12? Which graph ( $f_1(x)$  or  $f_2(x)$ ) provides a better fit for the bounce? Explain.

**Sample Answer:** Answers will vary.



### Method 2 – Quadratic Regression

#### Quadratic Regression Questions

2. What is your regression equation? \_\_\_\_\_

**Answer:** Answers will vary but the value of **a** should be approximately one-half the acceleration due to gravity,  $-4.9 \text{ meters/second}^2$  or  $-16 \text{ feet/second}^2$ .

3. How does the value of **a** in the regression equation compare to the values of **a** you determined in Method 1?

**Answer:** Answers will vary.

#### Extension:

1. Would you expect your classmates to have the same value of **a** for their trials, or do you think the **a** value would vary? Explain your answer.

**Sample Answer:** Same; student explanations will vary depending on their previous experiences.

2. Determine the values of **a** found by other groups of students in your class. How do these values compare to your value of **a**?

**Sample Answer:** Same or very close.

3. If a ball that was more or less bouncy was used, would it affect the value of **a** in the equation? Explain your response.

**Answer:** No, it would only affect the vertices of the bounces.

Lead students into a discussion about the acceleration of falling objects due to gravity.

- Remember, the ball was not thrown; it was dropped. After an object is released, it is acted upon by gravity (neglecting air resistance). So **a** depends on the acceleration due to gravity,  $-9.8 \text{ meters/second}^2$  or  $-32 \text{ feet/second}^2$ .
- The negative sign indicates that the acceleration is downward.

**Note:** Depending on students' knowledge of physics, decide how far to take this discussion.