Movement and position

Mark Scheme 1

Level	IGCSE(9-1)
Subject	Physics
Exam Board	Edexcel IGCSE
Module	Double Award (Paper 1P)
Topic	Forces and motion
Sub-Topic	Movement and position
Booklet	Mark Scheme 1

Time Allowed: 62 minutes

Score: /51

Percentage: /100

Grade Boundaries:

A*	Α	В	С	D	Е	U
>85%	775%	70%	60%	55%	50%	<50%

Question number	Answer	Notes	Marks
1 (a)	B – the horizontal part of the line;		1
(b)	A – the area under the line;		1
(c)	B – the distance moved divided by the time taken;		1

Total 3 marks

Question number	Answer	Notes	Marks
2	Any 5 of	Allow	5
	1. determine / measure distance;	idea of published track length	
	2. determine / measure time;	use of split times	
	Appropriate measuring instrument for distance OR time;	o a 1 lon or circuit	
	4. Use a suitable distance /count laps (of known length);	e.g. 1 lap or circuit	
	5. repeat experiment/calculate average;		
	6. Speed = distance / time OR finding the gradient;	Ignore 'human error'	
	7. Suitable experimental precaution, e.g. reaction time considered, consistent height on track, time from a predetermined consistent point;		
		Total	5

	Quest numb		Answer	Notes	Marks
3	(a)	(i)	42 (m/s)	Allow range 42 - 43	1
		(ii)	Attempt to calculate slope; Answer; Unit;	Allow value from (i) e.g. 43 m/s \rightarrow 2.9 m/s ² 42.5 \rightarrow 2.83 m/s ² 45 \rightarrow 3 m/s ²	3
			42 ÷ 15	not 42/120 allow 42/20	
			2.8 m/s^2		
		(iii)	Attempt to calculate an area under graph line; Appropriate further working (e.g. adding areas); Answer;	Allow value from (i) e.g. 43 m/s → 4300 m	3
			(½ x 15 x 42) + (80 x 42) + (½ x 25 x 42)	first 2 MP may be gained using the trapezium method, i.e.	
			315 + 3360 + 525	42 x (120+80)/2	
			4200 (m)	Bald correct answer scores 3	

Question number	Answer	Notes	Marks
(b)	Any three from	ignore time = 500/40	3
	Stopping distance affected by speed or mass;	Allow a momentum	
	2. For faster plane, stopping distance greater/ runway too short;	argument for MP1, 2, 3	
	3. for heavier plane stopping distance greater/ runway too short;		
	4. Attempt to calculate stopping distance from graph;		
	5. Data shows most/all of runway already used;		
		Total	10

Question number	Answer	Notes	Marks
4 (a) B	constant velocity of 5 m/s Idea that velocity/speed = 0	Allow speed is <u>5 m/s</u> Allow "stops", "stationary", "at rest"	2
(b)	Idea of greater slope (for stage E); e.g. the gradient is steeper	Allow reverse argument, provided stage A is identified e.g. "stage A has a shallower slope" Allow attempts to demonstrate through - ca culation of both gradients	1
(c)	distance = speed × time OR distance = area under graph; attempt to find any area; attempt to total correct areas (or use trapezium method); evaluation; e. distance = area under graph 7×7 or $\frac{1}{2} \times 7 \times 3$ $(7 \times 7) + (\frac{1}{2} \times 7 \times 3) = 49 + 10.5$ 59.5 (m)	- qualitative comp rison of data The correct relationship can be implicit in the working 59.5 (m) with no working = full marks Allow the trapezium method - e.g. 7 × ((7+10) ÷ 2) = 7 × 8.5 = 59.5 (m)	4
(d)	Correct equation shown; e.g. (average speed) = distance (moved) / time (taken) Substitution of correct distance and suitable time; Correct evaluation; e.g.106.5/27 3.94 (m/s)	Allow d/t Allow (ecf) max 2 4.26 (m/s) (use of time = 25 s) 3.55 (m/s) (use of time = 30 s) Allow reverse argument max 2 e.g. $106.5 \div 4 = 26.6$ (s)	3

Answer	Notes	Marks
Any FOUR of Reaction time of driver (inc comment on drink/drugs / driver paying attention / driver distracted /driver tired);	ACCEPT 'thinking distance / time' as an alternative to these points IGNORE 'condition of driver'	4
Condition of car's brakes/force applied to brakes; Condition of car's tyres; Condition of road surface (inc ice/water/mud/friction ideas);	ACCEPT 'braking distance (of the car)' as an alternative to these three 'condition' points IGNORE 'condition of car'	
Stopping distance of car;		
Velocity / speed / behaviour of rabbit (across road);		
Distance of rabbit from car;		
Visibility factor (e.g. fog / dirty windscreen);	i.e. momentum of car <u>and</u> velocity of car <u>and</u>	
ALLOW MAXIMUM of TWO from these Kinetic energy of car; Momentum of car; Velocity / speed of car; Mass / weight of car / number of passengers;	mass of car only scores two of the marks available	
	Any FOUR of Reaction time of driver (inc comment on drink/drugs / driver paying attention / driver distracted /driver tired); Condition of car's brakes/force applied to brakes; Condition of car's tyres; Condition of road surface (inc ice/water/mud /friction ideas); Stopping distance of car; Velocity / speed / behaviour of rabbit (across road); Distance of rabbit from car; Visibility factor (e.g. fog / dirty windscreen); ALLOW MAXIMUM of TWO from these Kinetic energy of car; Momentum of car; Velocity / speed of car;	Any FOUR of Reaction time of driver (inc comment on drink/drugs / driver paying attention / driver distracted /driver tired); Condition of car's brakes/force applied to brakes; Condition of car's tyres; Condition of road surface (inc ice/water/mud /friction ideas); Stopping distance of car; Velocity / speed / behaviour of rabbit (across road); Distance of rabbit from car; Visibility factor (e.g. fog / dirty windscreen); ACCEPT 'thinking distance / time' as an alternative to these points IGNORE 'condition of driver' ACCEPT 'braking distance (of the car)' as an alternative to these three 'condition' points IGNORE 'condition of car' Velocity / speed / behaviour of rabbit (across road); Distance of rabbit from car; Visibility factor (e.g. fog / dirty windscreen); i.e. momentum of car and velocity of car and mass of car only scores two of the marks available i.e. momentum of car and velocity of car and mass of car only scores two of the marks available

Total 4 Marks

Questio			
n number	Answer	Notes	Marks
6 (a) (i)	6.1 (m);		1
(ii)	any two from: - MP1. (on distance-time graph,) flat line means zero speed / eq MP2. (so) count when slope is zero; MP3. 7 (times);	allow flat or horizontal for zero slope	2
(b) (i)	(average) speed = (total) distance moved (total) time taken	allow defined symbols ignore 'triangles'	1
(ii)	Substitution; Calculation; Matching unit;	allow both substitution and calculation marks for a correct value without working	3
	e.g. Average speed = 6.1 (7x 60) = 0.0145 = 0.015 m/s	allow 6.1, or ecf for distance 7 for time allow alternatives with compatible unit, e.g. 1.45 cm/s OR 1.5 cm/s 14.5 mm/s OR 15 mm/s 0.87 m/minutes	
		87 cm/minute 870 mm/minute Allow for 1 mark 6 / 7 or 0.9	

Question	-		
number	Answer	Notes	Marks
7 (a) (i)	Any two of - MP1. arrow downwards, labelled weight;	In MP1, 2 & 3, position of arrows unimportant, but direction must match label Allow initial letters as shown in example ignore • gravity allow • mg	2
	MP2. arrow upwards, labelled reaction/contact force; MP3. arrow to the left, labelled air friction / air resistance	force of gravityarrow drawn on left or right	
	/ drag; MP4. arrow along the surface, labelled friction; e.g.	Accept arrow in either direction for MP4	
	F W AF	N = normal contact force	
(ii)	Any three of - MP1. friction/resistance /drag (acts); MP2. (there is an) unbalanced force; MP3. (hence) ball decelerates; MP4. reference to f _(R) = ma; MP5. (kinetic) energy dissipates / fate of energy discussed;	 ignore stem allow resistive forces > {forward/driving} force there is a resultant force its momentum changes accelerates 	3

(b) (i)	idea that friction is (much) less in the air;	allowRAno contact / ground	1
		friction • less energy lost	

Question	Answer	Notes	Marks
number			marke
7 (c) (i)	$KE = \frac{1}{2} \text{ mv}^2;$	Words or symbols	1
(ii)	Conversion to kg; Substitution into correct equation; Rearrangement; Evaluation; e.g. $45 \text{ g} = 0.045 \text{ kg}$ (or 1 kg = 1000 g etc) $36 = \frac{1}{2} \times 0.045 \times v^2$ $v^2 = \frac{2 \times 36}{0.045}$ (= 1600) 0.045 40 (m/s)	 allow 1000 seen steps in any order correct answer with no working for full marks up to 3 marks for use of 45 kg →1.26 (m/s)-working must be seen 	4
(iii)	 Any one of- (Hit the ball transferring) more energy; (Hit the ball with) more velocity; (Hit the ball with) more speed; (Hit the ball with) more force; 	Ignore harder power Allow momentum keep contact for a larger part of the swing go to a place where g is less (e.g. on the moon) hit ball at a steeper angle / vertically (e.g. use a more lofted club)	1