$CoR = \sqrt{\frac{bounce_height}{drop \ height}}$



Materials Decathlon - Challenge n°5 - 40'

QUANTITATIVE RESTITUTION COEFFICIENT

Do you remember the challenge CH5 (see MoM resources at the bottom) with the happy (H) and sad (S) ball? Let's do some quantitative measurements by taking videos of the bouncing/rolling balls. Split the team into two groups: **group A** will deal with bouncing and **group B** with rolling. Both groups should take videos of balls moving and elaborate them using Tracker software.

1. Group A - Comparison of Neoprene (H) and Norbonene (S) balls bouncing

- Put yourself in front of the ball and the meter sticker in order to shoot a clear neat video. Check that graduation on the meter is visible in the video. If not, just stick some coloured tape strip of known length on the ruler. This will be useful for further calibration.
- Drop the balls one after the other from approx.100 cm height. Possibly record in the same video.
- Upload the video to Tracker¹ and analyze it to deduce the ratio h2/h1 where:

h2 = height reached by the ball after the first bounce;

h1 = initial height (100 cm) from which the ball has been dropped.

The <u>square root</u> of such ratio is the *Coefficient-of-Restitution* (ε). If this is 1 then the collision is *perfectly elastic*. Actually it will be <1, meaning that the collision is *partially inelastic* and energy has been dissipated. This would be true only if the <u>bouncing is perfectly perpendicular</u> to the floor, so be careful to achieve this condition as much as possible [*Do same trials before starting the experiment*]. Calculate the *Coefficient-of-Restitution* (ε) for both balls and <u>fill in Table A</u> with all the data collected and/or calculated.

2. Group B - Comparison of Neoprene (H) and Norbonene (S) balls rolling

- Put yourself with the camera in front of one of the lateral sides of the two ramps. Put the meter sticker between the two ramps in order to shoot a clear neat video. Check that graduation on the meter is visible in the video. If not, just stick some coloured tape strip of known length on the ruler. This will be useful for further calibration.
- Let the balls roll down the ramps starting at the same moment. [*Remember to start always from the same point.*] Possibly get both ball's launches in the same video.
- Upload the video to Tracker and analyze the motion of the two balls. <u>Produce</u> the *s-t* (position versus time) *graph*. In particular deduce the *Final Velocity* of the two balls: <u>fill in Table B</u> with all the data collected and/or calculated.

3. BOTH Group A and Group B - Influence of the temperature

- Repeat all the above steps but with the balls at a different temperature, the same for both balls.
 [You can change the temperature of the balls putting them for some time 1 or 2 minutes should be enough into hot water]; Write down the temperature of the balls. [Actually T of the water: <u>be quick</u> in dropping the balls after you have taken them out from the water: they are cooling fast!].
- Repeat the experiment with <u>as many different temperatures as you can</u>. Plot a graph of *Coefficient-of-Restitution* (ε) VS *Temperature* [Group A] or *Final Velocity* VS *Temperature* [Group B]. <u>Is there any relationship</u>?

OUTPUT WANTED: Tables A and B + 2 Plots (group A and B) with a short comment each. ->PLEASE REMEMBER: save all videos and files in .trk format (Tracker elaboration) on the PC

¹ Tracker Free Video Analysis Software pag. 1 Funded by EU under the Erasmus+ KA2 grant N° 2014-1-IT02-KA201-003604_1. This work is licensed under a <u>Creative Commons Attribution-NonCommercial-ShareAlike 4.0 International License</u>



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Materials Science Exploration – Chall.5

Answer sheet

GROUP N°

Ch.5 --- QUANTITATIVE RESTITUTION COEFFICIENT

Table A	Ball H			Ball S		
Temperature	h1	h2	CoR (ε)	h1	h2	CoR (ε)
°C	cm	cm	#	cm	cm	#

Table B	Ball H	Ball S
Temperature	Final Velocity	Final Velocity
°C	m/s	m/s

Comments to Plots:

->PLEASE REMEMBER: save all videos and files in .trk format (Tracker elaboration) on the PC [See general instruction on saving files]



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