

Review:

1. Categorize the following motions as being either examples of + or - acceleration.

- a. Moving in the + direction and speeding up (getting faster)
- b. Moving in the + direction and slowing down (getting slower)
- c. Moving in the - direction and speeding up (getting faster)
- d. Moving in the - direction and slowing down (getting slower)

+

-

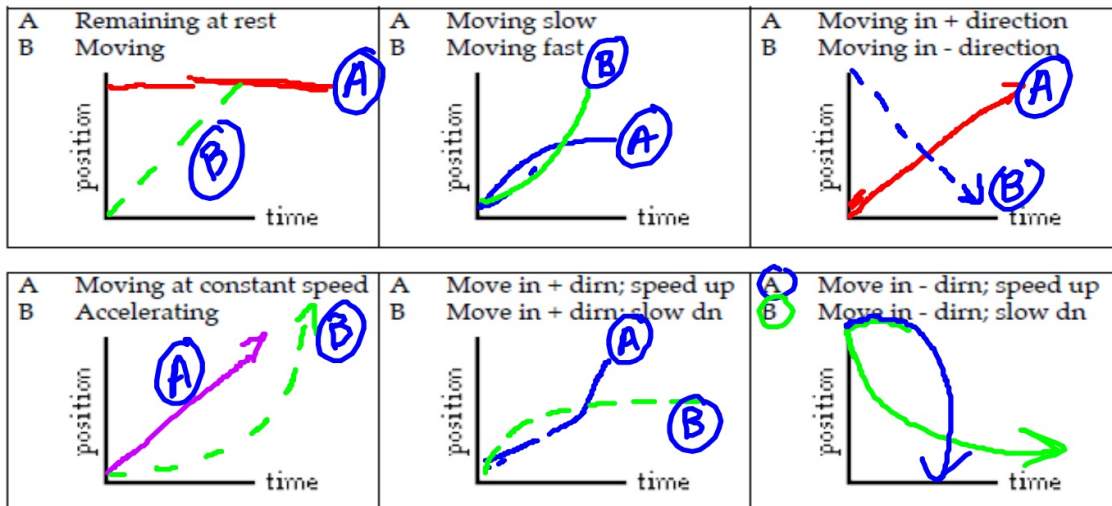
-

+

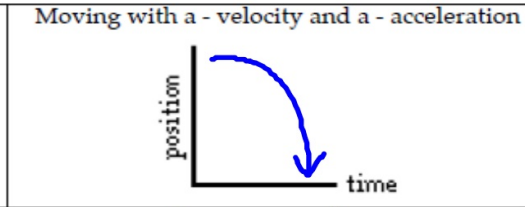
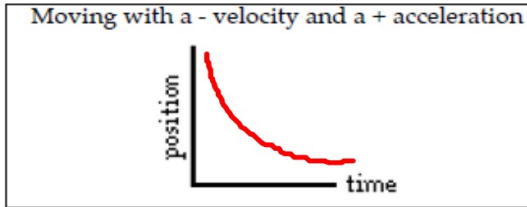
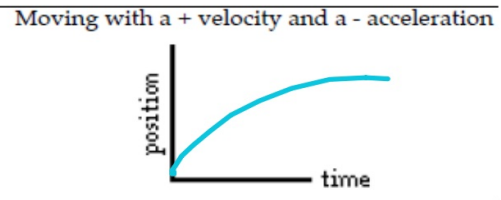
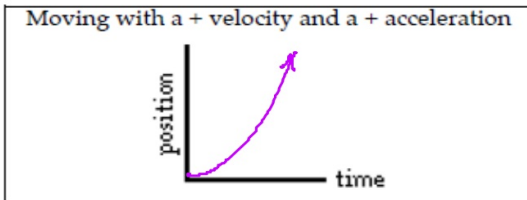
Direction	Speeding ↑ or ↓	Acceleration
+	↑ (+)	+
+	↓ (-)	-
-	↑ (+)	-
-	↓ (-)	+

Interpreting Position-Graphs

2. On the graphs below, draw two lines/curves to represent the given verbal descriptions; label the lines/curves as A or B.



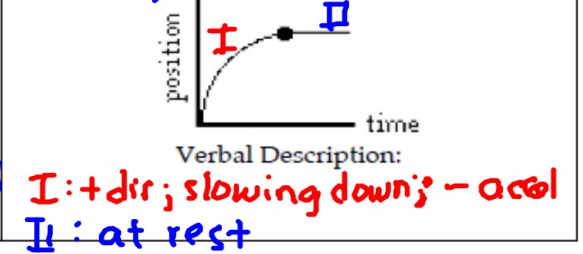
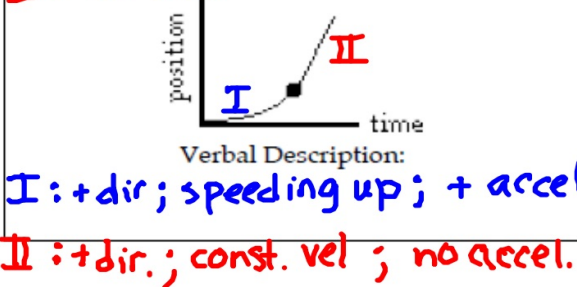
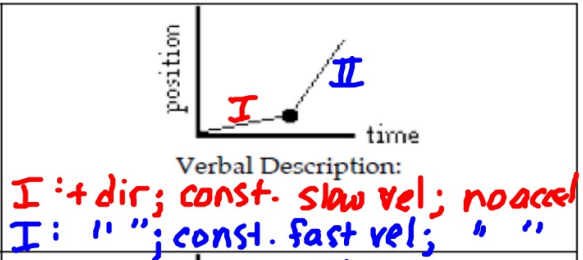
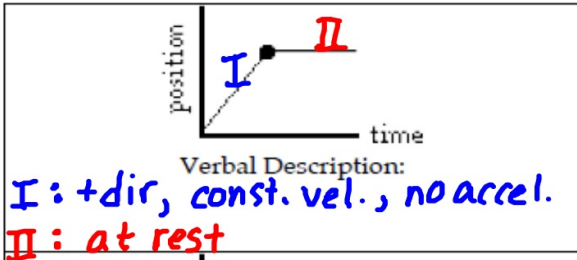
3. For each type of accelerated motion, construct the appropriate shape of a position-time graph.



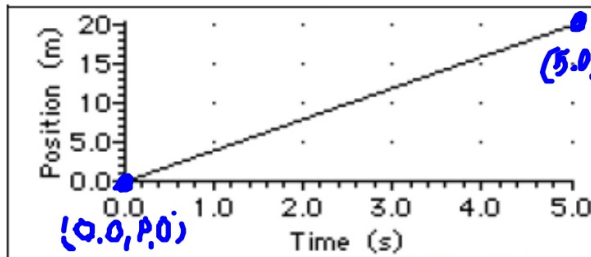
-vel \Rightarrow - direction
 - slowing down
 + accel

-vel \Rightarrow - direction
 + speeding up
 - accel

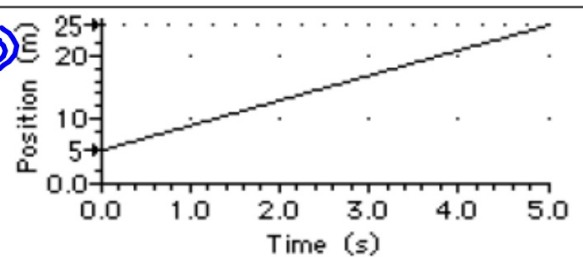
4. Use your understanding of the meaning of slope and shape of position-time graphs to describe the motion depicted by each of the following graphs.



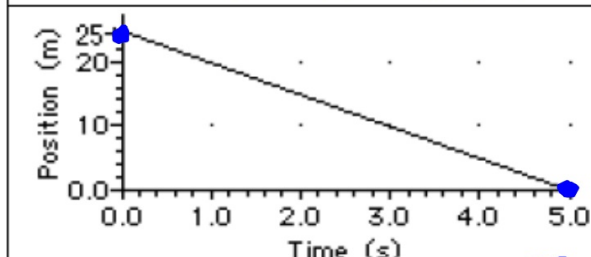
5. Use the position-time graphs below to determine the velocity. PSYW



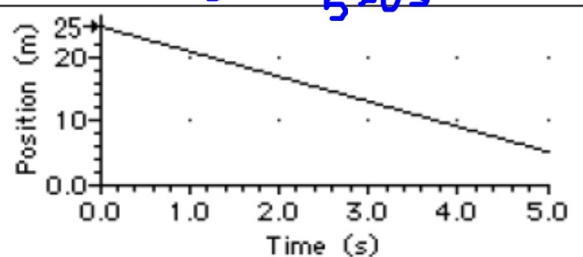
PSYW: $4.0 \text{ m/s} = \frac{20-0 \text{ m}}{5-0 \text{ s}}$



PSYW: $4.0 \frac{\text{m}}{\text{s}} = \frac{25-5 \text{ m}}{5-0 \text{ s}}$



PSYW: $-5.0 \text{ m/s} = \frac{0.0-25 \text{ m}}{5.0-0.0 \text{ s}}$

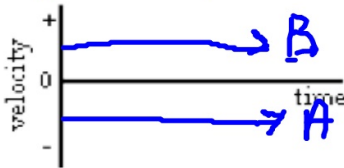


PSYW: $-4.0 \frac{\text{m}}{\text{s}} = \frac{5-25 \text{ m}}{5-0 \text{ s}}$

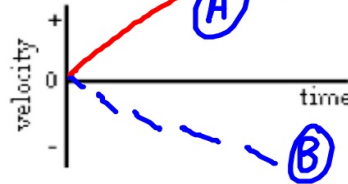
Interpreting Velocity-Graphs

2. On the graphs below, draw two lines/curves to represent the given verbal descriptions; label the lines/curves as A or B.

- A Moving at constant speed in - direction
- B Moving at constant speed in + direction



- A Moving in + direction and speeding up
- B Moving in - direction and speeding up



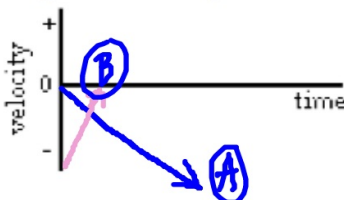
- A Moving in + direction and slowing down
- B Moving in - direction and slowing down



- A Moving with + velocity and - accel'n
- B Moving with + velocity and + accel'n



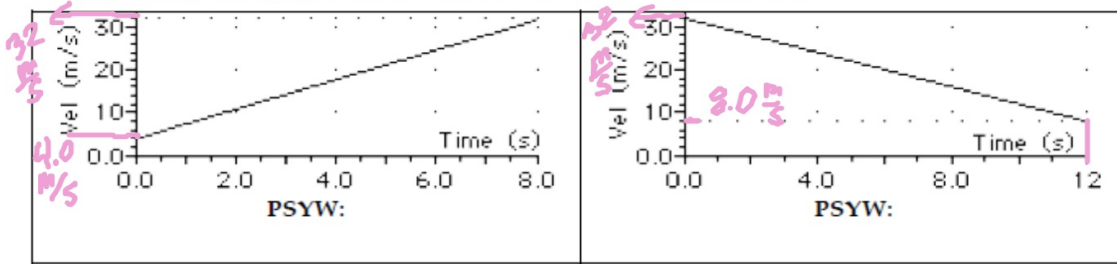
- A Moving with - velocity and - accel'n
- B Moving with - velocity and + accel'n



- A Moving in + dir'n, first fast, then slow
- B Moving in - dir'n, first fast, then slow



3. Use the velocity-time graphs below to determine the acceleration. PSYW



$$a = \frac{\Delta V}{\Delta t} = \frac{V_f - V_i}{t_f - t_i}$$

$$= \frac{32 - 4.0 \frac{m}{s}}{8.0 - 0.0 s}$$

$$= \frac{28 \frac{m}{s}}{8.0 s}$$

$$= 3.5 \frac{m}{s^2}$$

$$a = \frac{V_f - V_i}{t_f - t_i}$$

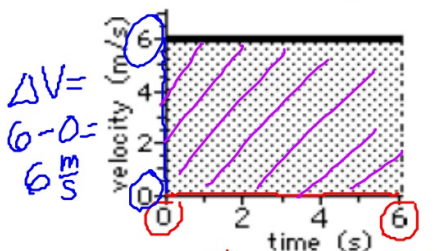
$$= \frac{8.0 - 32 \frac{m}{s}}{12 - 0.0 s}$$

$$= \frac{-24 \frac{m}{s}}{12 s} = -2.0 \frac{m}{s^2}$$

4. The area under the line of a velocity-time graph can be calculated using simple rectangle and triangle equations. The graphs below are examples:

If the area under the line forms a ...

... rectangle, then use
area = base * height



$$\Delta t = 6 - 0 = 6 s$$

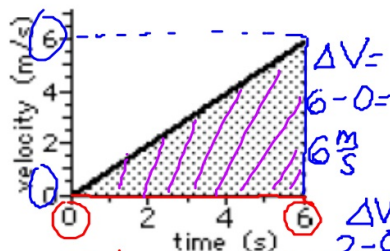
$$A = (6 \frac{m}{s})(6 s) = 36 m$$

$$= (\Delta V)(\Delta t) = \Delta x$$

$$\frac{m}{s} * s = m$$

$$V = \frac{\Delta x}{\Delta t}$$

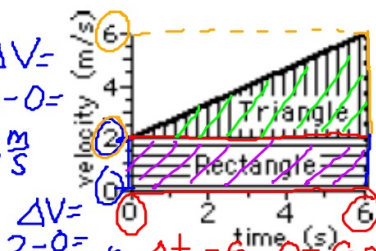
... triangle, then use
area = 0.5 * base * height



$$\Delta t = 6 - 0 = 6 s$$

$$A = 0.5 * (6 \frac{m}{s})(6 s) = 18 m$$

... trapezoid, then make it into
a rectangle + triangle
and add the two areas.



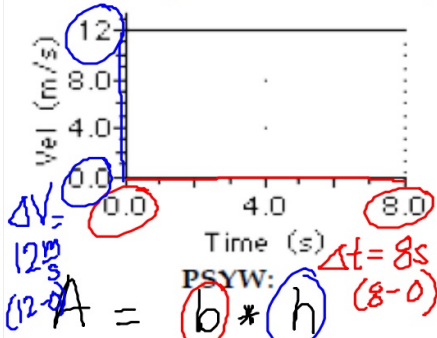
$$\Delta t = 6 - 0 = 6 s$$

$$A_{total} = A_{rectangle} + A_{triangle}$$

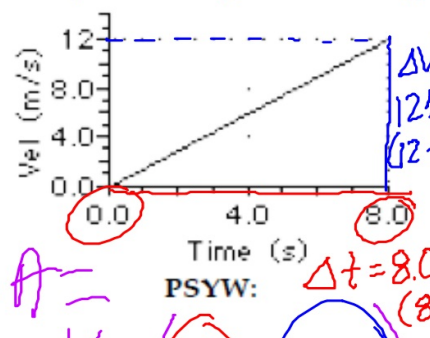
$$A_{total} = (2 \frac{m}{s})(6 s) + 0.5 * (4 \frac{m}{s})(6 s) = 24 m$$

$$\Delta V = 6 - 2 = 4 \frac{m}{s}$$

Find the displacement of the objects represented by the following velocity-time graphs.

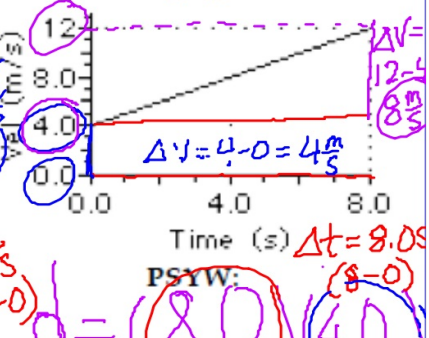


$$A = (12 \text{ m/s}) \cdot (8 \text{ s}) = 96 \text{ m}$$



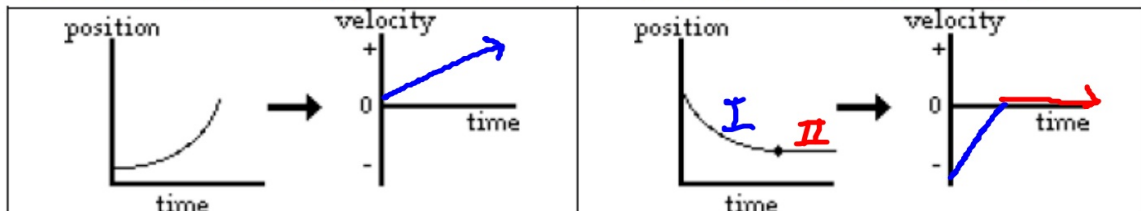
$$A = \frac{1}{2} (8 \text{ s}) \cdot (12 \text{ m/s}) = 48 \text{ m}$$

$$A = \frac{1}{2} (b * h)$$



$$d = (8.0 \text{ s}) (4 \text{ m/s}) + \frac{1}{2} (8.0 \text{ s}) (8.0 \text{ m/s}) = 64 \text{ m}$$

5. For the following pos-time graphs, determine the corresponding shape of the vel-time graph.



+ dir
speeding up
+ accel

I: - dir
slowing down
+ accel
II: at rest
accel=0
vel=0