

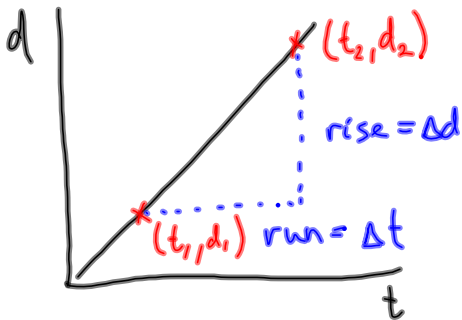
Position-Time Graphs and Velocity

* Slope on d-t graph tells you two things:

- direction of motion
- how fast (i.e. speed)

} velocity

Constant Velocity



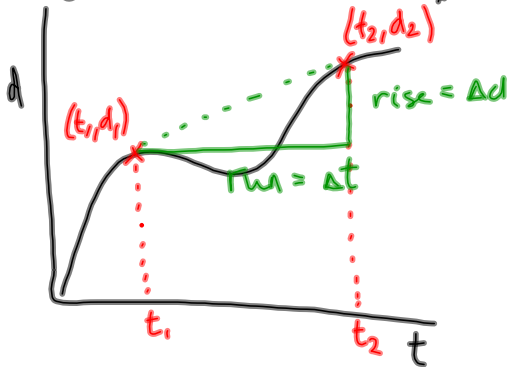
$$\text{slope} = \frac{\text{rise}}{\text{run}}$$

$$\text{slope} = \frac{\Delta d}{\Delta t}$$

slope (d-t graph) = velocity.

$$\therefore V = \frac{\Delta d}{\Delta t}$$

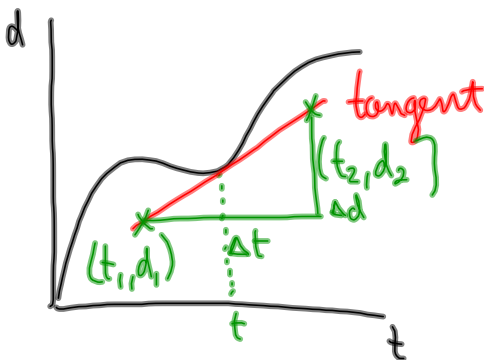
Non-Constant Velocity



$$\text{slope} = \frac{\Delta d}{\Delta t}$$

$$V_{\text{ave}} = \frac{\Delta d}{\Delta t}$$

← average velocity is like finding the slope between two points on the graph



$$\text{slope} = \frac{\Delta d}{\Delta t}$$

$$V_{\text{inst}} = \frac{\Delta d}{\Delta t}$$

instantaneous velocity is the slope of the tangent drawn at time t.

Some symbols + terms

Scalar - has only magnitude (size) 10km, 25s, 32L

vector - has both magnitude and direction 10km [E]

\vec{d} - position - where the object is located in relation to a reference point.
(vector) 95 $\frac{\text{km}}{\text{h}}$ [N32°W]
3.1 km [W]

Δd - distance - how far the object has moved
(scalar) 200m

$\vec{\Delta d}$ - displacement - change in position ($\vec{d}_2 - \vec{d}_1$)
(vector) - Where the object is now in relation to where it started.
25 km [W]

v - speed - how fast
(scalar) - the rate at which the distance is covered.
100 $\frac{\text{km}}{\text{h}}$

\vec{v} - velocity - the rate of change in position.
(vector) 2.8 m/s [N]

Speed: $v = \frac{\Delta d}{\Delta t}$ ← distance

* use distance when working out speed.

Velocity: $\vec{v} = \frac{\Delta \vec{d}}{\Delta t}$ ← displacement
* use displacement when finding velocity

Velocity and Speed are NOT the same.

Rearrange: for Δd $v = \frac{\Delta d}{\Delta t}$

$v \Delta t = \Delta d$

$\Delta d = v \Delta t$

Rearrange for Δt :

$v = \frac{\Delta d}{\Delta t}$

$\cdot v \Delta t = \frac{\Delta d}{v}$

$\Delta t = \frac{\Delta d}{v}$