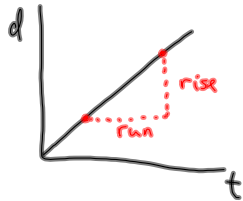


Position-Time Graphs + Velocity

The slope on a position-time graphs tells you how fast the object is travelling and the direction that it travels (i.e. the velocity)

Constant Velocity



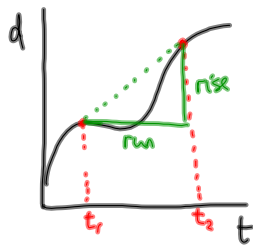
slope = $\frac{\text{rise}}{\text{run}}$

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

from the DEMO, we know slope = velocity (d-t)

speed $V = \frac{\Delta d}{\Delta t}$ $\vec{V} = \frac{\Delta \vec{d}}{\Delta t}$ velocity.

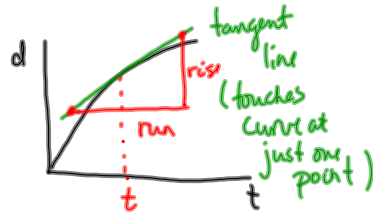
Non-Constant Velocity



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

$\vec{V}_{\text{ave}} = \frac{\Delta \vec{d}}{\Delta t}$

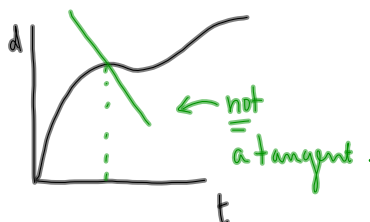
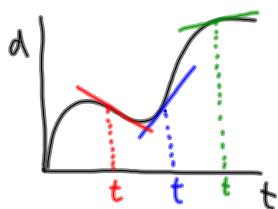
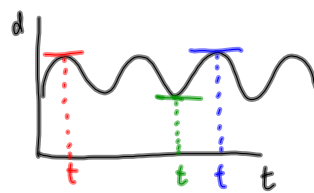
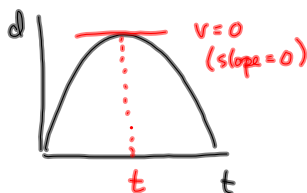
Average velocity is like finding the slope between two points on your graph.



slope (of tangent) = $\frac{\Delta d}{\Delta t}$

$\vec{V}_{\text{inst}} = \frac{\Delta \vec{d}}{\Delta t}$

Instantaneous velocity can be found by calculating the slope of the tangent drawn at time, t.



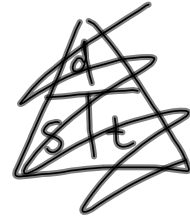
Velocity Equation

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

Solve for $\Delta \vec{d}$: $\Delta \vec{d} = \vec{v} \Delta t$

Solve for Δt : $\vec{v} \Delta t = \Delta \vec{d}$

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



Problem Solving:

GRASP

G - Given

R - Required

A - Analysis

S - Solution

P - Paraphrase