

Velocity-Time Graphs

After studying the velocity-time graphs you have made, answer the following questions:



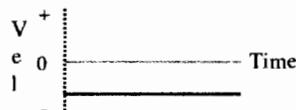
1. How do you move to create a horizontal line in the positive part of a velocity-time graph, as shown above? *move at const. speed in the same dir.*



2. How do you move to create a straight-line velocity-time graph that slopes up from zero, as shown above? *constant acceleration in the +ve dir, starting w/ zero velocity*



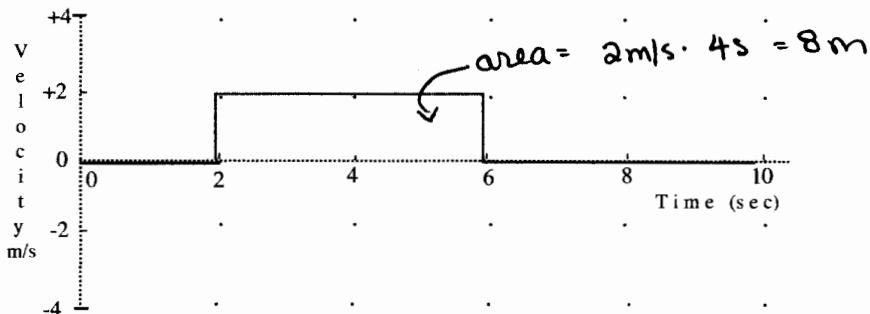
3. How do you move to create a straight-line velocity-time graph that slopes down, as shown above? *moves away from origin w/ constant deceleration, slowly down to zero velocity.*



4. How do you move to make a horizontal line in the negative part of a velocity-time graph, as shown above? *move in the -ve dir at constant speed.*

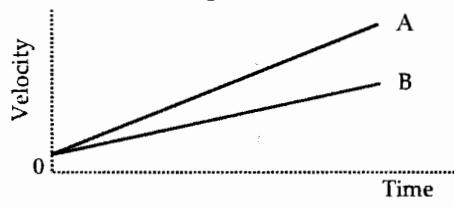
5. The velocity-time graph of an object is shown below. Figure out the total change in position (*displacement*) of the object. Show your work.

Displacement = 8 meters.



6. Both of the *velocity* graphs below, 1 and 2, show the motion of two objects, A and B. Answer the following questions separately for 1 and for 2. Explain your answers when necessary.

Graph 1

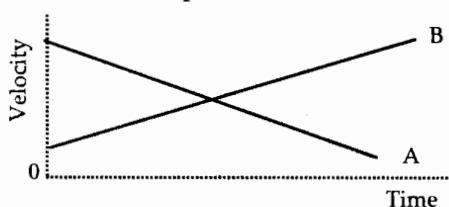


- a) Is one faster than the other? If so, which one is faster? (A or B)
Yes A's faster
 b) What does the intersection mean?
same velocity at t=0
 c) Can one tell which object is "ahead"? (define "ahead")
No. (ahead as in one car w/ x greater than the other)
 d) Does either object A or B reverse direction? Explain.

No

velocity is always \oplus

Graph 2



- a) Is one faster than the other? If so, which one is faster? (A or B)
Yes A's faster at first, B is faster at the end
 b) What does the intersection mean?
they are at the same velocity at time t
 c) Can one tell which object is "ahead"? (define "ahead")
No. ahead as in one car at greater x than the other.
 d) Does either object A or B reverse direction? Explain.

No. Velocity always \oplus

12. Draw careful graphs below of position and velocity for a cart that—
- moves away from the origin at a slow and *steady* (constant) velocity for the first 5 seconds.
 - moves away at a medium-fast, *steady* (constant) velocity for the next 5 seconds.
 - stands still for the next 5 seconds.
 - moves toward the origin at a slow and *steady* (constant) velocity for the next 5 seconds.
 - stands still for the last 5 seconds.

