# **Describing Motion with Position-Time Graphs**

Read from Lesson 3 of the 1-D Kinematics chapter at The Physics Classroom:

#### http://www.physicsclassroom.com/Class/1DKin/U1L3a.html http://www.physicsclassroom.com/Class/1DKin/U1L3b.html http://www.physicsclassroom.com/Class/1DKin/U1L3c.html

**MOP Connection:** Kinematic Graphing: sublevels 1-4 (and some of sublevels 9-11)

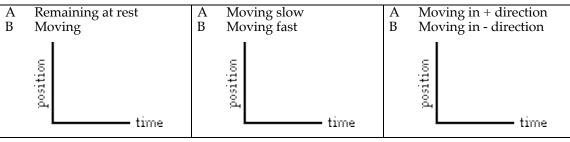
Motion can be described using words, diagrams, numerical information, equations, and graphs. Describing motion with graphs involves representing how a quantity such as the object's position can change with respect to the time. The key to using position-time graphs is knowing that the slope of a position-time graph reveals information about the object's velocity. By *detecting* the slope, one can infer about an object's velocity. "As the slope goes, so goes the velocity."

## **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)

## **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.

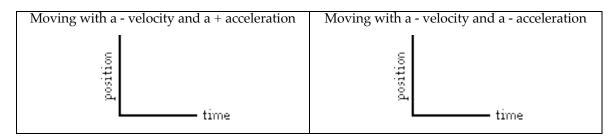


A	Moving at constant speed	A	Move in + dirn; speed up	A	Move in - dirn; speed up
B	Accelerating	B	Move in + dirn; slow dn	B	Move in - dirn; slow dn
	time		bitto time		bostition time

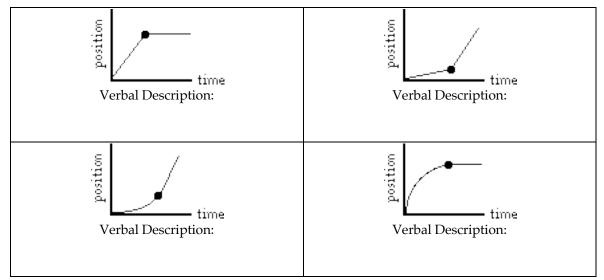
3. For each type of accelerated motion, construct the appropriate shape of a position-time graph.

Moving with a + velocity and a + acceleration	Moving with a + velocity and a - acceleration		
un time	itime		

### **1-D Kinematics**



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** 

