Graphing Displacement, Velocity, and Acceleration

Instructions: (1) Complete the tables below using the definitions at right. (2) Graph the following data sets – create one position vs. time graph and one velocity vs. time graph. (3) For any linear relationship, find the equation of the line. (4) Describe **how** the velocity is changing. (unchanging, zero, increasing at a constant rate, decreasing at a constant rate, or changing at a non-constant rate). Put these with the graphs.

Data Set 1			
t(s)	x (m)	\overline{v} (m/s)	
0	0	0	<u>Distance</u> $(x) \rightarrow$ Most important to Aristotle.
1	2		<i>Displacement</i> ($\Delta \vec{x}$) describes how far and in what
2	4		direction an object has been displaced from its original
3	6		position.
4	8		-
5	10		<u>Time</u> (t) \rightarrow Most important to Galileo. Galileo
Data Set 2			described things in terms of time rates of change, a
t(s)	x (m)	\overline{v} (m/s)	quantity divided by time.
0	12	0	
1	9		<u>Speed</u> \rightarrow a measure of how fast something is moving
2	6		- the rate at which distance is covered. Speed is a
3	3		scalar quantity, meaning it only is given as a
4	0		magnitude.
5	-3		
Data Set 3			<u>Velocity</u> $(v) \rightarrow$ the rate at which distance is covered,
t(s)	x (m)	\overline{v} (m/s)	including the direction in which it is covered.
0	4	0	Velocity is a <i>vector quantity</i> , meaning it is given as a
1	4		magnitude with a direction.
2	4		A continue (\vec{a}) A the sets of sharps of subscription
3	4		<u>Acceleration</u> $(a) \rightarrow$ the fate of change of velocity.
4	4		Something accelerates when its velocity, either its
5	4		magnitude or direction, changes. Acceleration is a
Data Set 4			vector quantity.
t(s)	x (m)	\overline{v} (m/s)	A == /
0	0	0	$\vec{a} = \frac{\Delta V}{\Delta t}$
1	2		/ 🛆
2	6		Instantaneous Velocity – the velocity of an object at
3	12		any one instant
4	20		uny one mount.
5	30		Average Velocity (\overline{v}) – of a body in motion between
Data Set 5			the points 1 and 2 is defined as the displacement of the
t(s)	x (m)	\overline{v} (m/s)	moving body divided by the time it takes for that
0	6	0	displacement.
1	11		*
2	15		$\overline{x} - \Delta \overline{x} /$
3	18		$v = \Delta t$
4	20		
5	21		