



## Preview

**Section 1** Displacement and Velocity

**Section 2** Acceleration

**Section 3** Falling Objects



## TEKS

### The student is expected to:

- 4A generate and interpret graphs and charts describing different types of motion, including the use of real-time technology such as motion detectors or photogates
- 4B describe and analyze motion in one dimension using equations with the concepts of distance, displacement, speed, average velocity, instantaneous velocity, and acceleration
- 4F identify and describe motion relative to different frames of reference



## What do you think? ▾

- Is the book on your instructor's desk in motion? ▾
  - Explain your answer.



## Frame of Reference ▼

- Motion ▼
  - a change in position ▼
- Frame of reference ▼
  - A point against which position is measured ▼
- Example: A train traveling between stations ▼
  - It is in motion when measured against the track. ▼
  - It is stationary when measured against a seat.



## Frame of Reference

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## Displacement ( $\Delta x$ ) ▾

- Straight line distance from the initial position to the final position (change in position) ▾
- Can be positive or negative

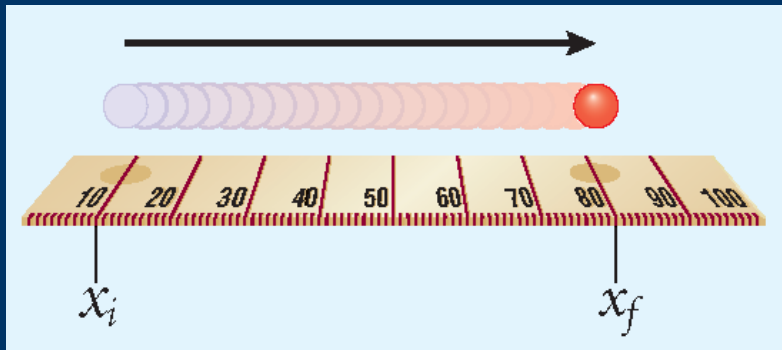
### DISPLACEMENT

$$\Delta x = x_f - x_i$$

displacement = change in position = final position – initial position

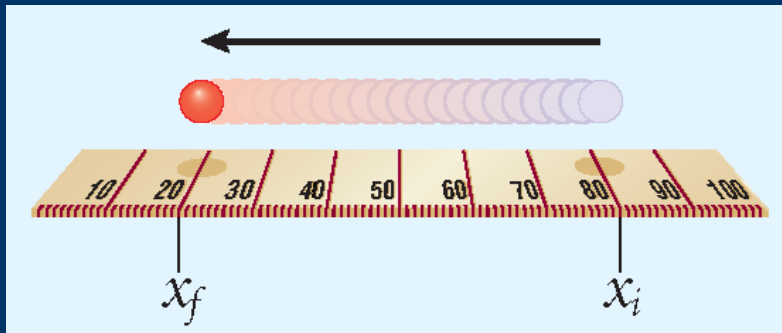


## Displacement



- What is the displacement for the objects shown? ▼

- Answer: 9 cm ▼



- Answer: -15 cm



## Displacement - Sign Conventions

- Right (or east)  $\rightarrow +$
- Left (or west)  $\rightarrow -$
- Up (or north)  $\rightarrow +$
- Down (or south)  $\rightarrow -$





## Average Velocity

- Average velocity is displacement divided by the time interval.

### AVERAGE VELOCITY

$$v_{avg} = \frac{\Delta x}{\Delta t} = \frac{x_f - x_i}{t_f - t_i}$$

$$\text{average velocity} = \frac{\text{change in position}}{\text{change in time}} = \frac{\text{displacement}}{\text{time interval}}$$

- The units can be determined from the equation.▼
  - SI Units: m/s ▼
  - Other Possible Units: mi/h, km/h, cm/year



## Classroom Practice Problems ▾

- A car travels 36 km to the north in 30.0 min. Find the average velocity in km/min and in km/h. ▾
  - Answer: 1.2 km/min to the north or 72 km/h to the north ▾
- A car travels 100.0 km to the east. If the first half of the distance is driven at 50.0 km/h and the second half at a 100.0 km/h, what is the average velocity? ▾
  - Answer: 66.7 km/h to the east



## Speed

$$\text{average speed} = \frac{\text{distance traveled}}{\text{time of travel}}$$

- Speed does not include direction while velocity does. ▼
- Speed uses *distance* rather than *displacement*. ▼
- In a round trip, the average velocity is zero but the average speed is not zero.



## Graphing Motion

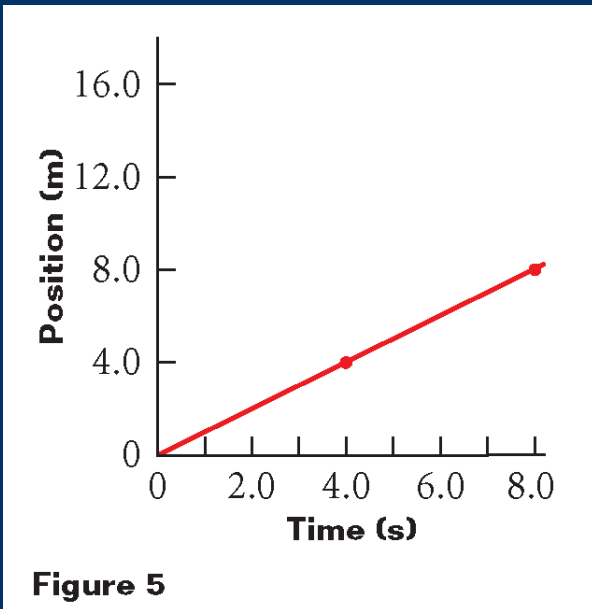


Figure 5

- How would you describe the motion shown by this graph?  $\nabla$ 
  - Answer: Constant speed (straight line)  $\nabla$
- What is the slope of this line?  $\nabla$ 
  - Answer: 1 m/s  $\nabla$
- What is the average velocity?  $\nabla$ 
  - Answer: 1 m/s

### Slope of a Line

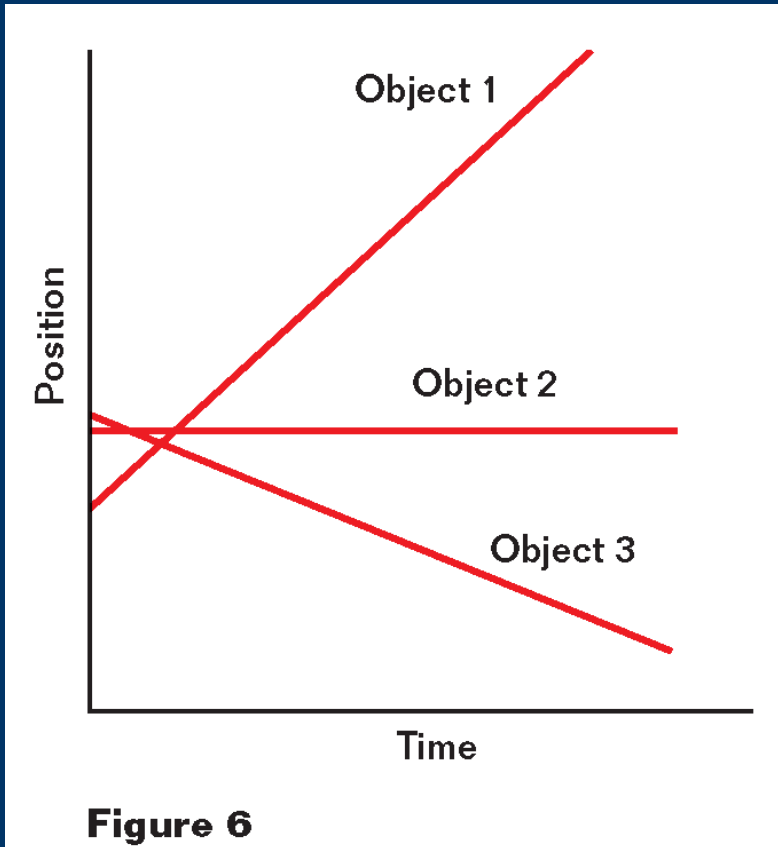
$$\text{slope} = \frac{\text{rise}}{\text{run}} = \frac{\text{change in vertical coordinates}}{\text{change in horizontal coordinates}}$$

### Average Velocity

$$v_{avg} = \frac{\Delta x}{\Delta t} = \frac{x_f - x_i}{t_f - t_i}$$



## Graphing Motion

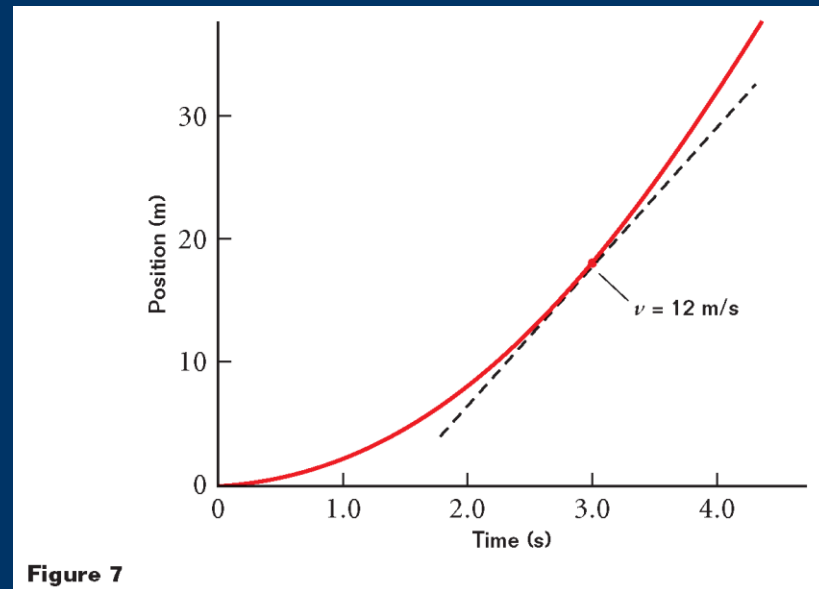


- Describe the motion of each object. ▼
- Answers
  - Object 1: constant velocity to the right or upward ▼
  - Object 2: constant velocity of zero (at rest) ▼
  - Object 3: constant velocity to the left or downward



## Instantaneous Velocity ▼

- Velocity at a single instant of time ▼
  - Speedometers in cars measure instantaneous speed. ▼
- Determined by finding the slope at a single point (the slope of the tangent)



- What is the slope of the tangent line at  $t = 3.0$  s? ▼
  - Answer: approximately 12 m/s ▼
- What is the instantaneous velocity at  $t = 3.0$  s? ▼
  - Answer: approximately 12 m/s



## Now what do you think? ▾

- Is the book on your instructor's desk in motion? ▾
  - How does your answer depend on the frame of reference?
- What are some common terms used to describe the motion of objects?



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4B describe and analyze motion in one dimension using equations with the concepts of distance, displacement, speed, average velocity, instantaneous velocity, and acceleration





## What do you think? ▾

- Which of the following cars is accelerating? ▾
  - A car shortly after a stoplight turns green ▾
  - A car approaching a red light ▾
  - A car with the cruise control set at 80 km/h ▾
  - A car turning a curve at a constant speed ▾
- Based on your answers, what is *your* definition of acceleration?



## Acceleration ▼

### AVERAGE ACCELERATION

$$a_{avg} = \frac{\Delta v}{\Delta t} = \frac{v_f - v_i}{t_f - t_i}$$

$$\text{average acceleration} = \frac{\text{change in velocity}}{\text{time required for change}}$$

- Rate of change in velocity ▼
- What are the units? ▼
  - SI Units: (m/s)/s or m/s<sup>2</sup> ▼
  - Other Units: (km/h)/s or (mi/h)/s ▼
- Acceleration = 0 implies a constant velocity (or rest)



## Classroom Practice Problem ▼

- Find the acceleration of an amusement park ride that falls from rest to a velocity of 28 m/s downward in 3.0 s. ▼
  - Answer:  $9.3 \text{ m/s}^2$  downward



## Direction of Acceleration ▼

$v_i$	$a$
+	+
+	-
-	-
-	+

*Describe the motion of an object with  $v_i$  and  $a$  as shown to the left. ▼*

- Moving right as it speeds up ▼
- Moving right as it slows down ▼
- Moving left as it speeds up ▼
- Moving left as it slows down



## Acceleration

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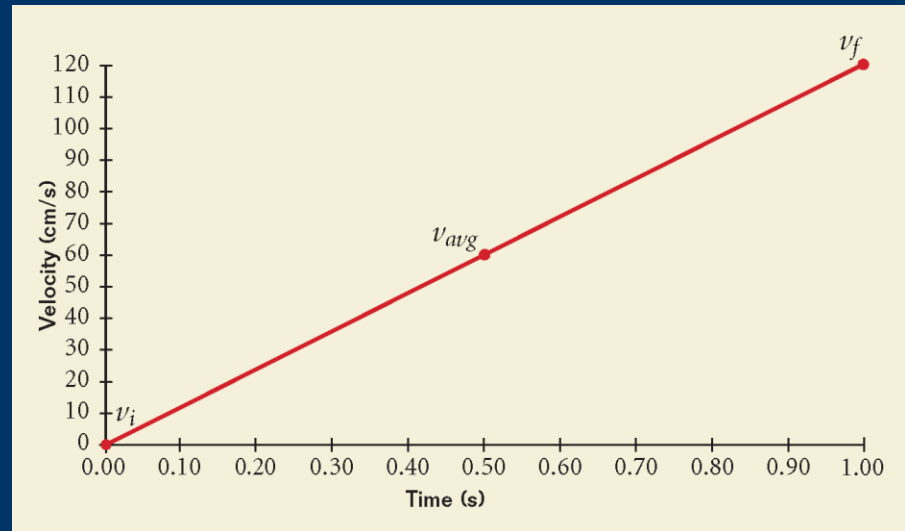
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## Graphing Velocity

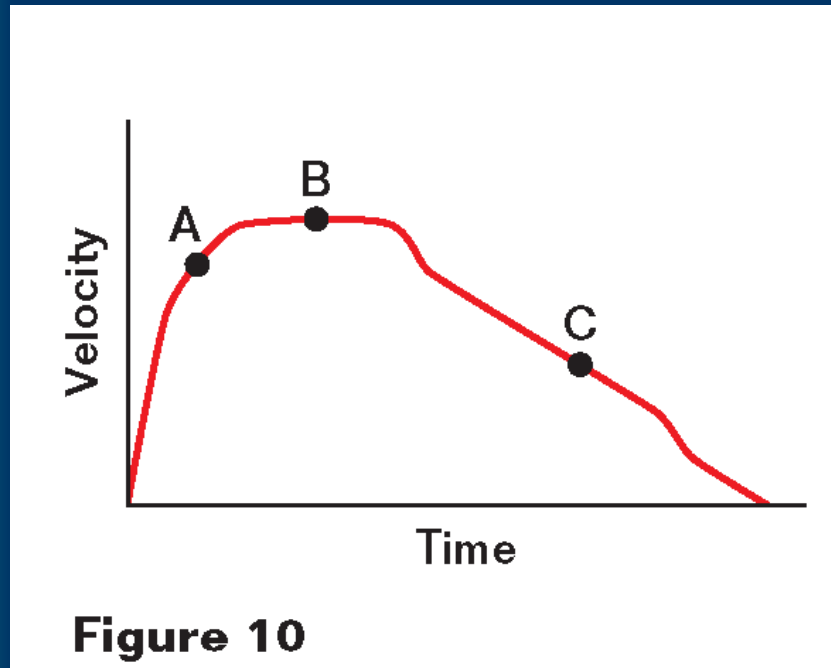
- The slope (rise/run) of a velocity/time graph is the acceleration.
  - Rise is change in  $v$
  - Run is change in  $t$
- This graph shows a constant acceleration.
- Average speed is the midpoint.



$$v_{avg} = \frac{v_i + v_f}{2}$$



## Graph of $v$ vs. $t$ for a train ▼



- Describe the motion at points A, B, and C. ▼
- Answers ▼
  - A: accelerating (increasing velocity/slope) to the right ▼
  - B: constant velocity to the right ▼
  - C: negative acceleration (decreasing velocity/slope) and still moving to the right



## Useful Equations ▼

$$1. v_{avg} = \frac{Dx}{Dt} \quad \blacktriangledown$$

$$2. a_{avg} = \frac{Dv}{Dt} \quad v_f = v_i + aDt \quad \blacktriangledown$$

$$3. v_{avg} = \frac{v_i + v_f}{2} \quad \blacktriangledown$$

$$4. Dx = v_i Dt + \frac{1}{2} aDt^2 \quad \blacktriangledown$$

$$5. v_f^2 = v_i^2 + 2aDx$$





## Classroom Practice Problems ▼

- A bicyclist accelerates from  $5.0 \text{ m/s}$  to  $16 \text{ m/s}$  in  $8.0 \text{ s}$ . Assuming uniform acceleration, what distance does the bicyclist travel during this time interval? ▼
  - Answer:  $84 \text{ m}$  ▼
- An aircraft has a landing speed of  $83.9 \text{ m/s}$ . The landing area of an aircraft carrier is  $195 \text{ m}$  long. What is the minimum uniform acceleration required for safe landing? ▼
  - Answer:  $-18.0 \text{ m/s}^2$



## Now what do you think? ▾

- Which of the following cars is accelerating? ▾
  - A car shortly after a stoplight turns green ▾
  - A car approaching a red light ▾
  - A car with the cruise control set at 80 km/h ▾
  - A car turning a curve at a constant speed ▾
- Based on your answers, what is the definition of acceleration? ▾
  - How is acceleration calculated? ▾
  - What are the SI units for acceleration?



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## What do you think? ▾

- Observe a metal ball being dropped from rest. ▾
  - Describe the motion in words. ▾
  - Sketch a velocity-time graph for this motion. ▾
- Observe the same ball being tossed vertically upward and returning to the starting point. ▾
  - Describe the motion in words. ▾
  - Sketch a velocity-time graph for this motion.



## Free Fall ▼

- Assumes no air resistance ▼
- Acceleration is constant for the entire fall ▼
- Acceleration due to gravity ( $a_g$  or  $g$ ) ▼
  - Has a value of  $-9.81 \text{ m/s}^2$  ▼
    - Negative for downward ▼
  - Roughly equivalent to  $-22 \text{ (mi/h)/s}$



## Free Fall ▼

- For a ball tossed upward, make predictions for the sign of the velocity and acceleration to complete the chart. ▼

	Velocity (+, -, or zero)	Acceleration (+, -, or zero)
When halfway up	+	-
When at the peak	zero	-
When halfway down	-	-



## Free Fall

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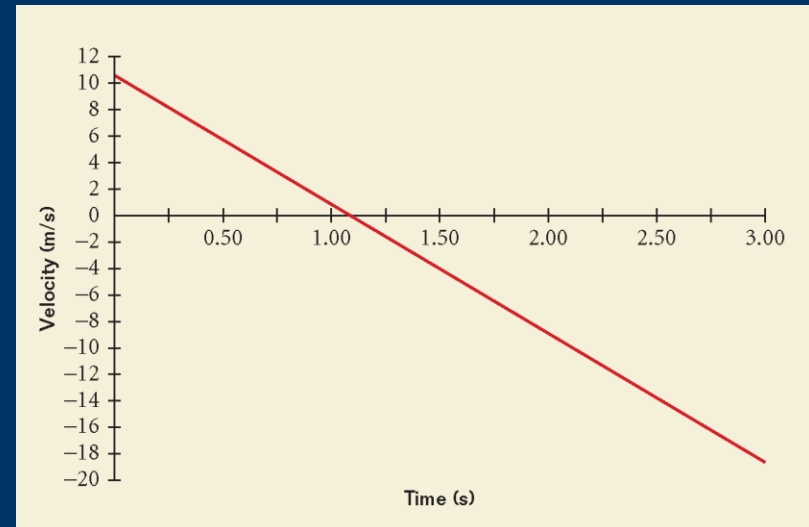
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## Graphing Free Fall ▼

- Based on your present understanding of free fall, sketch a velocity-time graph for a ball that is tossed upward (assuming no air resistance). ▼
  - Is it a straight line? ▼
  - If so, what is the slope? ▼
- Compare your predictions to the graph to the right.







## Velocity and Acceleration of an Object at its High Point

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## Classroom Practice Problem

A ball is thrown straight up into the air at an initial velocity of 25.0 m/s upward. Create a table showing the ball's position, velocity and acceleration each second for the first 5 s.

$t$ (s)	$y$ (m)	$v$ (m/s)	$a$ (m/s <sup>2</sup> )
1.00	20.1	+15.2	-9.81
2.00	30.4	+5.4	-9.81
3.00	30.9	-4.4	-9.81
4.00	21.6	-14.2	-9.81
5.00	2.50	-24.0	-9.81



## Now what do you think? ▾

Review the descriptions and graphs you created at the beginning of the presentation. ▾

- Do you want to make any modifications? ▾
- For the second graph, circle the point representing the highest point of the toss.