# Motion Examples

From each motion example in class, highlight the descriptions to describe the motion

**Direction**: The object moves in a ([straight line] or a [curved path]) ([forward only] or [back-and-forth])

**Position**: The object: (pick one or two)

[only moves over points on its path once.]

[covers the same points multiple times.]

[repeatedly returns to where it started.]

Speed: [The object keeps the same speed all the time] OR

**Direction**: The object moves in a ([straight line] or a [curved path]) ([forward only] or [back-and-forth])

**Position**: The object: (pick one or two)

[only moves over points on its path once.]

[covers the same points multiple times.]

[repeatedly returns to where it started.]

Speed: [The object keeps the same speed all the time] OR

**Direction**: The object moves in a ([straight line] or a [curved path]) ([forward only] or [back-and-forth])

**Position**: The object: (pick one or two)

[only moves over points on its path once.]

[covers the same points multiple times.]

[repeatedly returns to where it started.]

Speed: [The object keeps the same speed all the time] OR

**Direction**: The object moves in a ([straight line] or a [curved path]) ([forward only] or [back-and-forth])

**Position**: The object: (pick one or two)

[only moves over points on its path once.]

[covers the same points multiple times.]

[repeatedly returns to where it started.]

Speed: [The object keeps the same speed all the time] OR

**Direction**: The object moves in a ([straight line] or a [curved path]) ([forward only] or [back-and-forth])

**Position**: The object: (pick one or two)

[only moves over points on its path once.]

[covers the same points multiple times.]

[repeatedly returns to where it started.]

Speed: [The object keeps the same speed all the time] OR

**Direction**: The object moves in a ([straight line] or a [curved path]) ([forward only] or [back-and-forth])

**Position**: The object: (pick one or two)

[only moves over points on its path once.]

[covers the same points multiple times.]

[repeatedly returns to where it started.]

Speed: [The object keeps the same speed all the time] OR