


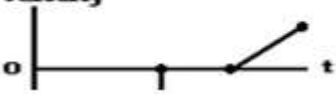


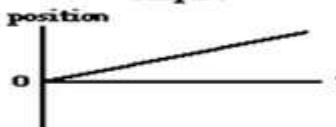
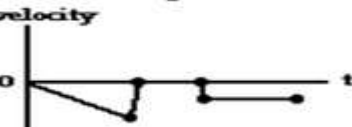
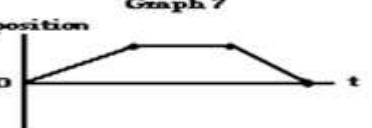
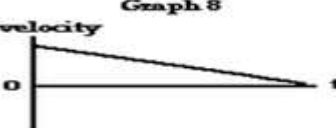
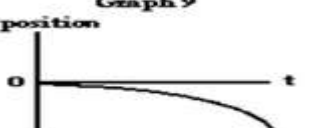


# Graph That Motion Activity Sheet

## Overview:

The Graph That Motion activity presents 11 challenges to the user. Match the motion of an animated car to the corresponding position-time or velocity-time graph. Once the 11 matches have been completed, users can check their answers. If any of the 11 challenges are incorrect, users can correct their answers and check them again until they are perfect.

## Directions:

1. Describe the motion shown on the graph in the space below each graph. Have the instructor view sign here\_\_\_\_\_
2. Go to the webpage <http://www.physicsclassroom.com/shwave/graphthat.cfm>
3. From the opening screen, click on the **Start** button. Enter your names. Then click the **Continue** button.
4. View the car's motion. Use the on-screen buttons to complete the activity.
5. Check your answers and when you are 100% correct have the instructor view the screen and sign here.\_\_\_\_\_

<p><b>Graph 1</b></p> <p>position</p> 	<p><b>Graph 2</b></p> <p>velocity</p> 	<p><b>Graph 3</b></p> <p>velocity</p> 
<p><b>Graph 4</b></p> <p>position</p> 	<p><b>Graph 5</b></p> <p>position</p> 	<p><b>Graph 6</b></p> <p>velocity</p> 
<p><b>Graph 7</b></p> <p>position</p> 	<p><b>Graph 8</b></p> <p>velocity</p> 	<p><b>Graph 9</b></p> <p>position</p> 
<p><b>Graph 10</b></p> <p>position</p> 	<p><b>Graph 11</b></p> <p>position</p> 	<p>A B C D E F</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>
		<p>G H I J K</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/></p>

