Motion Graphs



Position-Time Graphs

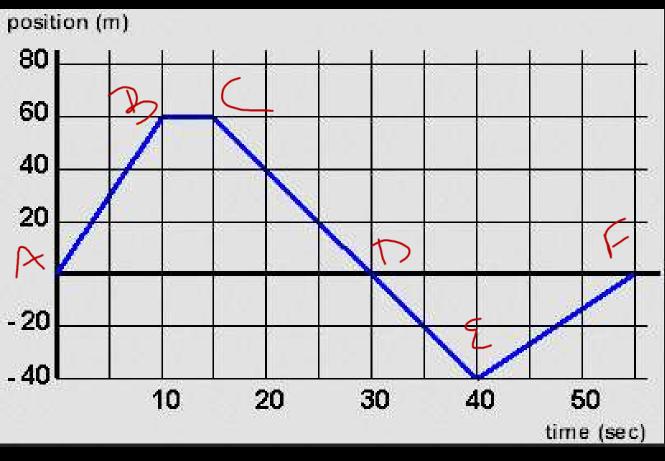
- Time goes on the x-axis, usually measured in s
- Position goes on the y-axis, usually measured in m
- Data is taken continuously over time, so it is a line graph, which means that the dots are connected
- Slope = Rise / Run = Change in Position / Time = Velocity
- The number of directions comes from the velocity
 - If all positive or all negative, then one direction
 - If both positive and negative, then two directions



Position-Time Graphs

- Horizontal Line = Object Standing Still, Not Moving
- Straight = Constant Velocity
 - Positive Slope = Positive Direction
 - Negative Slope = Negative Direction
 - Toward the X-Axis = Toward the Observer
 - Away from the X-Axis = Away from the Observer

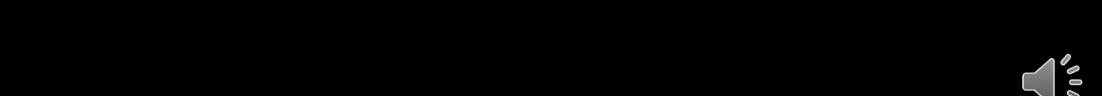






Position-Time Graphs

- Curved Line = Acceleration, Changing Velocity
 - Getting Steeper = Speeding Up
 - Getting Flatter = Slowing Down
 - Curved Up = Positive Acceleration
 - Curved Down = Negative Acceleration



Velocity-Time Graphs

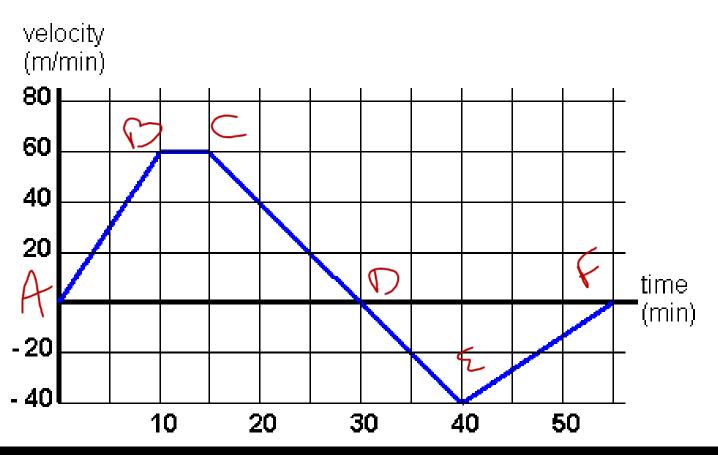
- Time goes on the x-axis, usually measured in s
- Velocity goes on the y-axis, usually measured in m/s
- Data is taken continuously over time, so it is a line graph, which means that the dots are connected
- Slope = Rise / Run = Change in Velocity / Time = Acceleration



Velocity-Time Graphs

- Horizontal Line = Constant Velocity
 - If on the x-axis, then the velocity is zero
- Straight, Not Horizontal = Acceleration
 - Toward the X-Axis = Slowing Down
 - Away from the X-Axis = Speeding Up
- The number of directions is provided by the velocity
 - If all of the velocities are positive OR all of the velocities are negative, then only one direction of motion occurred
 - If both positive and negative velocities are present, then two directions of motion occurred





A-B + 2 CCeleration -C'Constant, +v - 2((e/e-2t/) 5 1 8 W 1 2 9 20 mm - 26 velector speed my of 1 + a weler on

