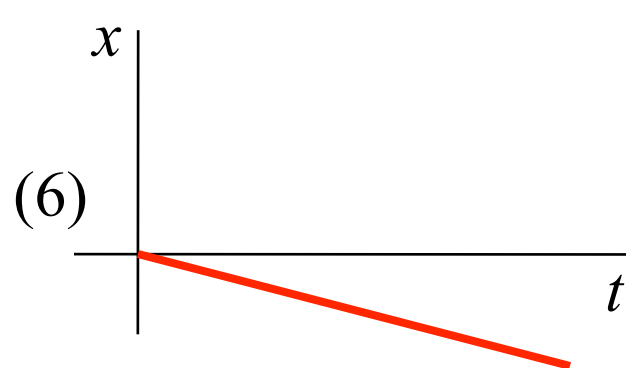
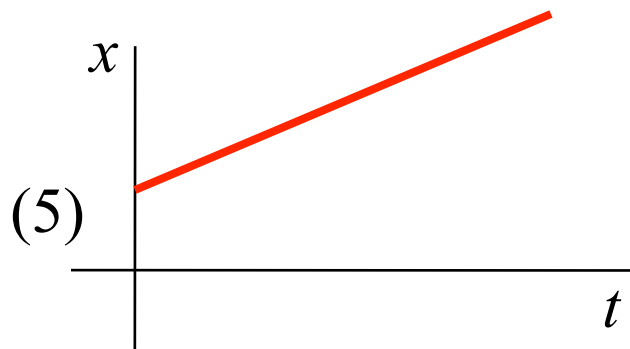
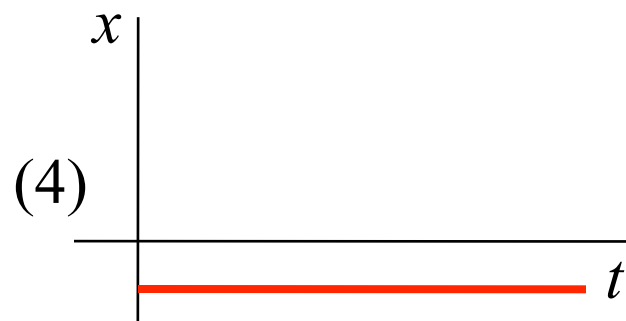
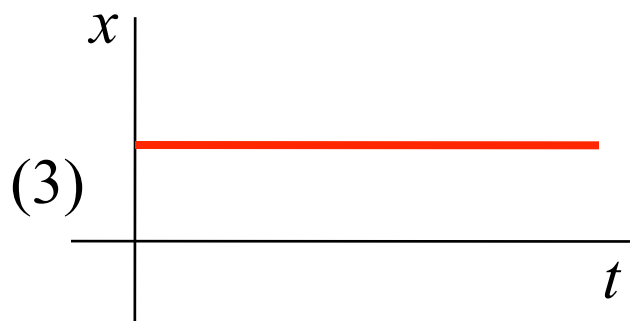
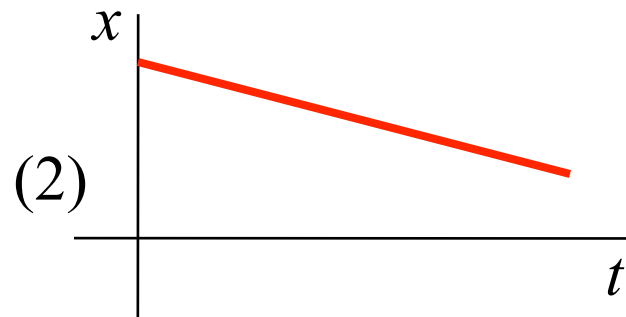
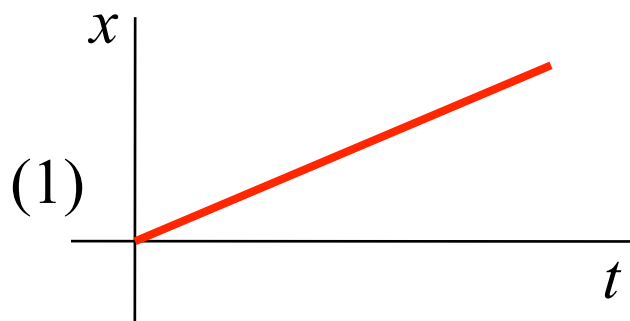


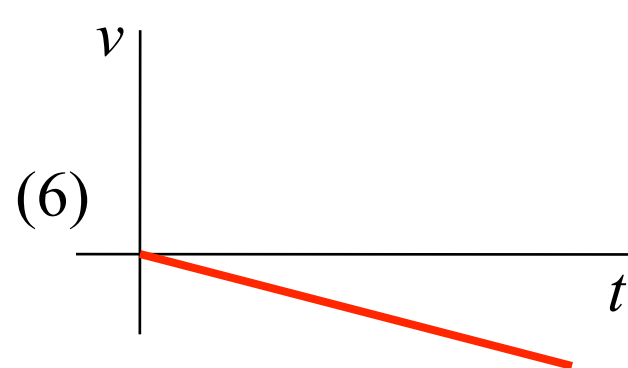
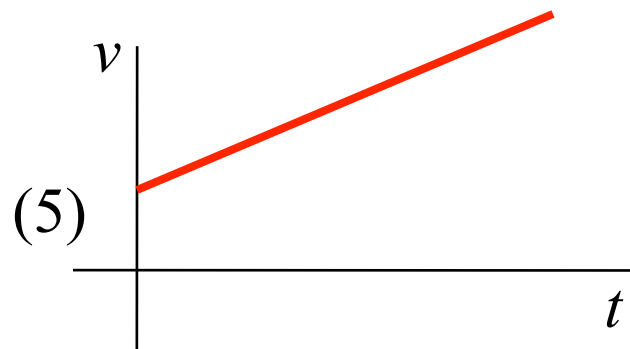
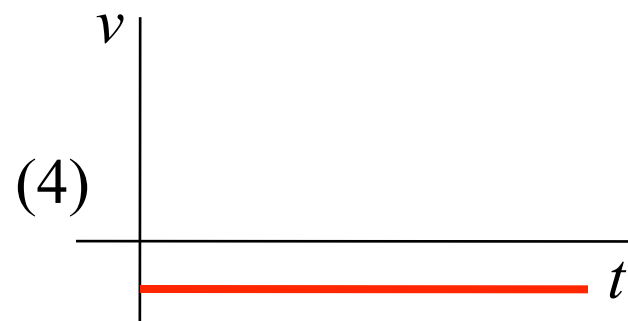
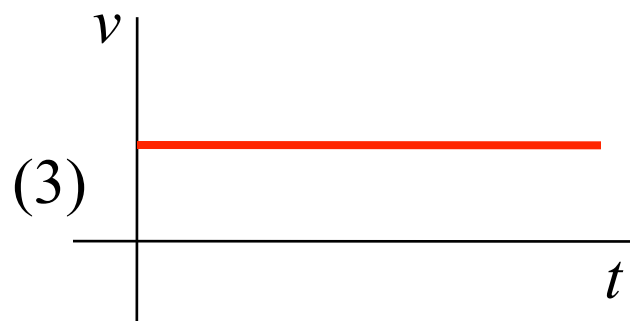
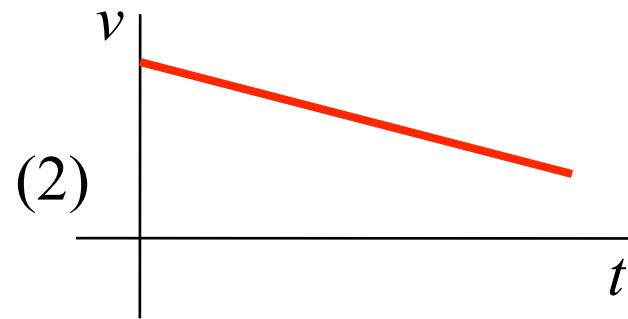
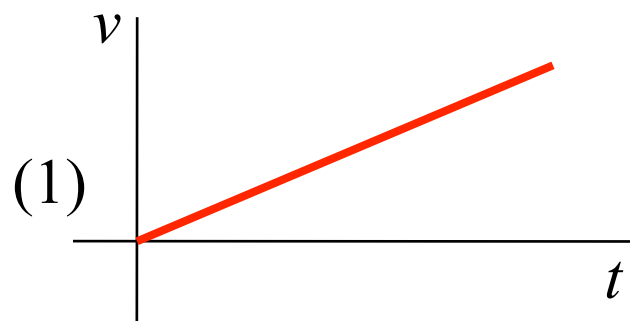
Example

- If I place the sonic ranger at the left side of the room and you walk slowly towards it at almost a constant velocity what will the position graph look like?
- Generate the graph on your whiteboard.



Example

- If I place the sonic ranger at the left side of the room and you walk slowly towards it, at almost a constant velocity what will the velocity graph look like?
- Discuss with your group and sketch the consensus graph on your whiteboard.



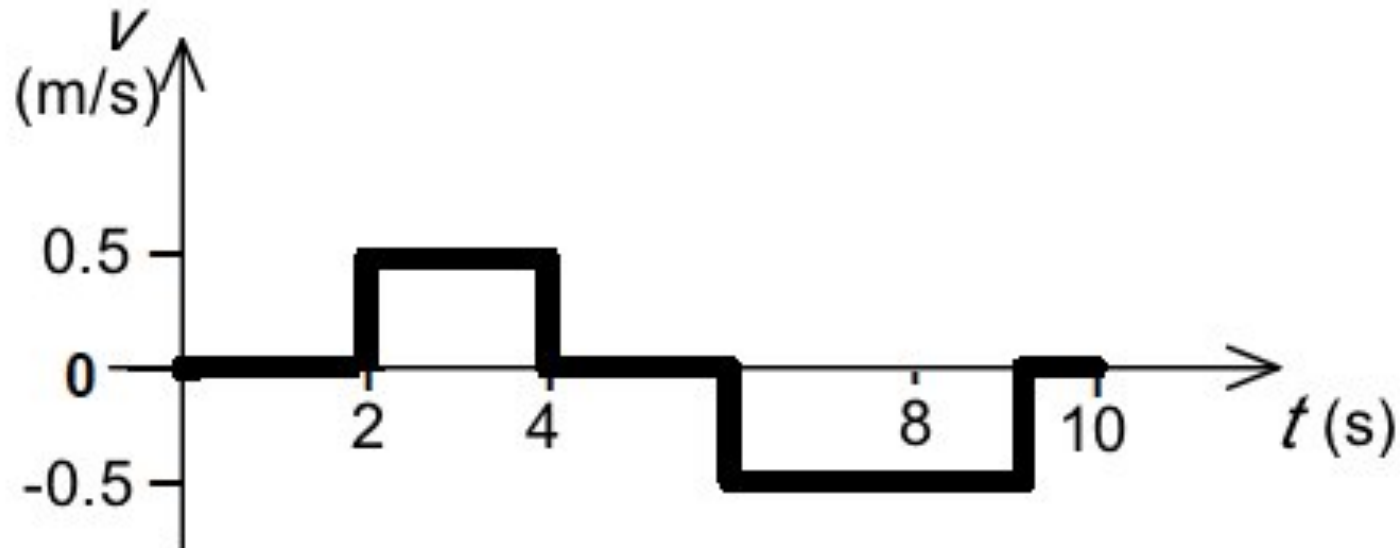
Graphing Velocity:

Figuring it out from the motion

- An object in uniform motion has constant velocity.
- This means the instantaneous velocity does not change with time. Its graph is a horizontal line.
- You can make sense of this by putting your mind in “velocity mode” and running a mental movie.

Example

- How do you have to walk to make the sonic ranger produce the following velocity graph?



- Draw the position graph.

