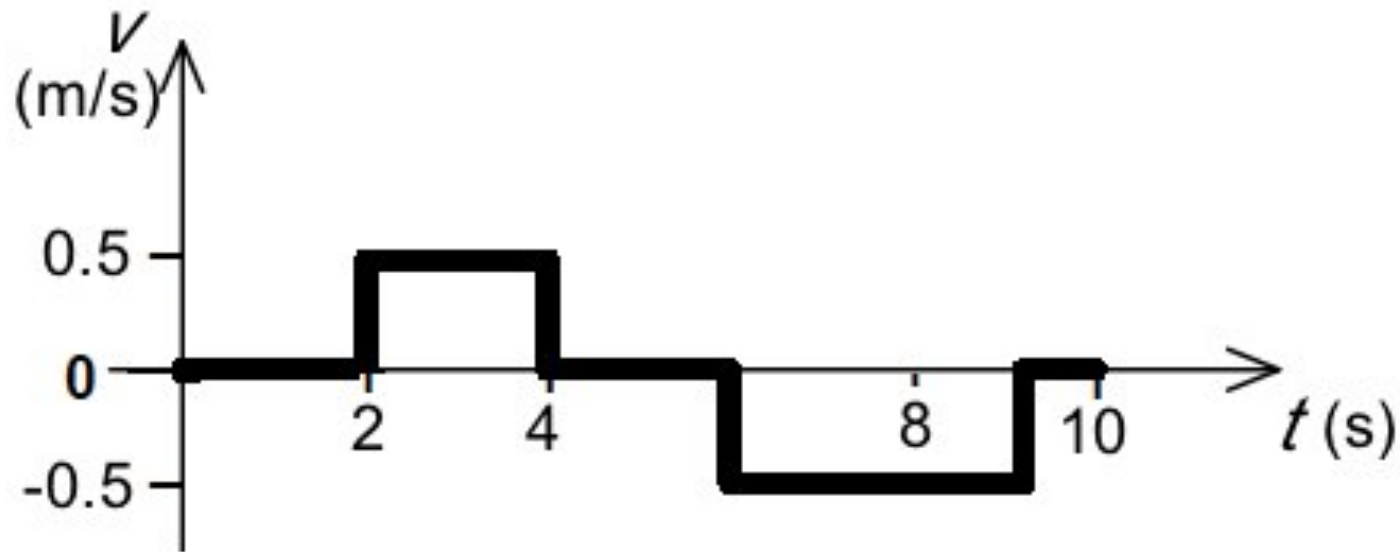


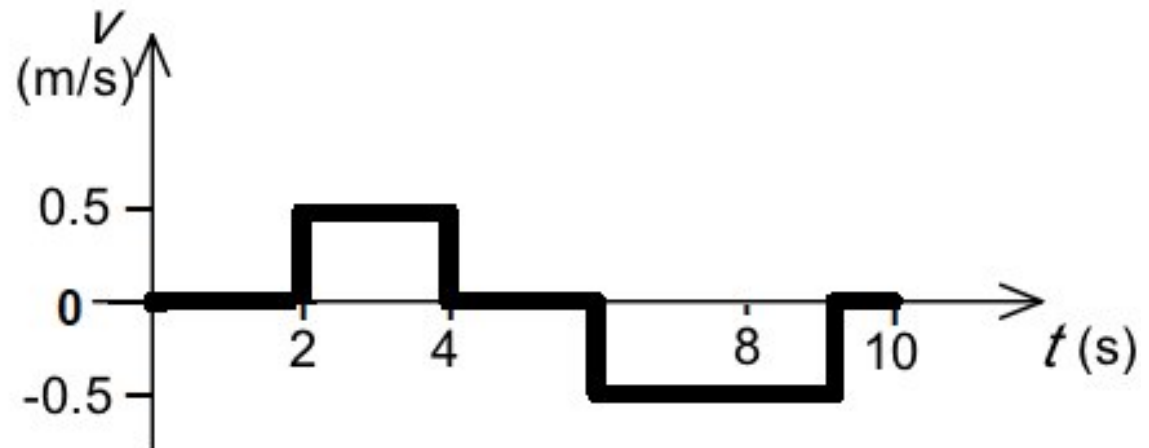
Describe in words how you have to walk to make the sonic ranger produce the following velocity graph. What would the position graph look like?



The average velocity
for the time interval 0-10 is:



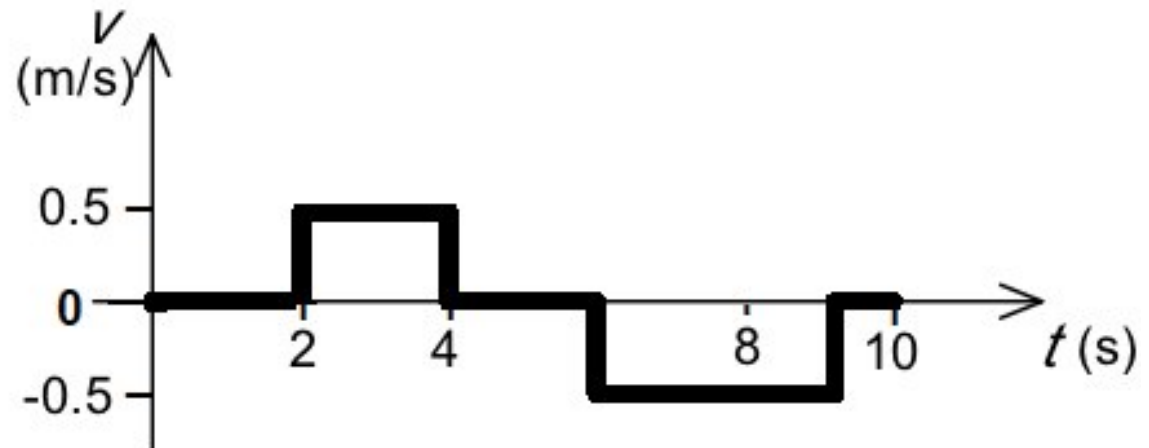
- A. Positive
- B. Negative
- C. Zero
- D. You can't tell from the information given. .



The total displacement for the time interval 0-10 is:



- A. Positive
- B. Negative
- C. Zero
- D. You can't tell from the information given. .

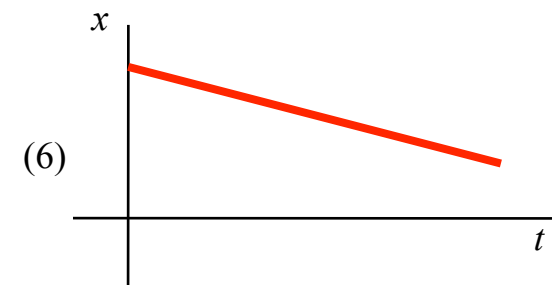
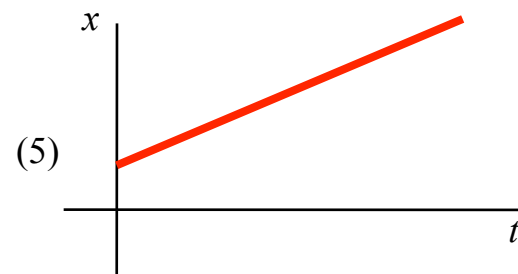
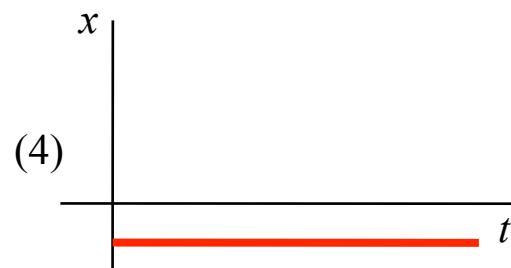
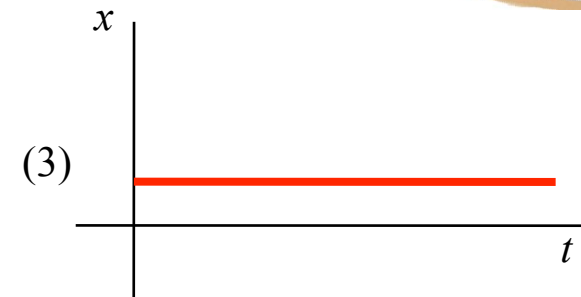
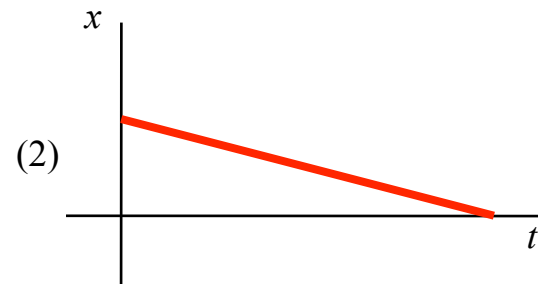
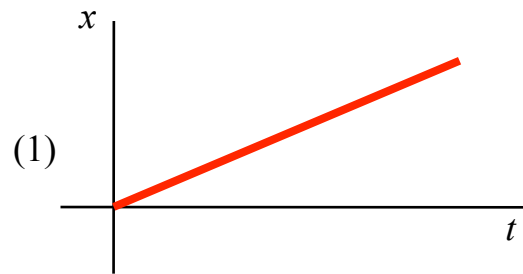




Example

- A ball rolling on a level track travels at almost a constant velocity. Assuming it takes a negligible time to get up to speed, what does the graph of its **position** look like as a function of time?

Please make your selection...



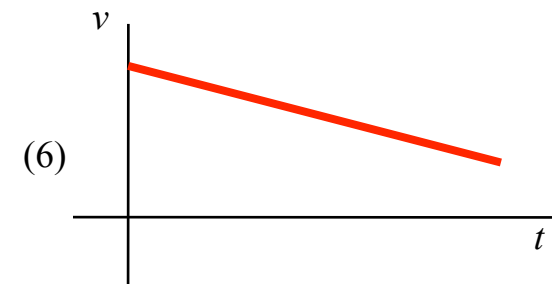
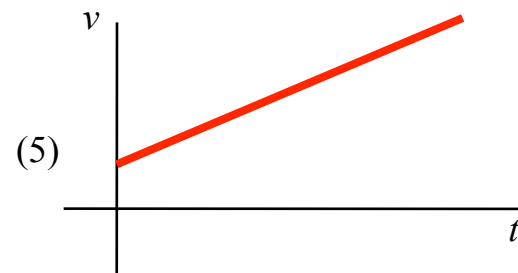
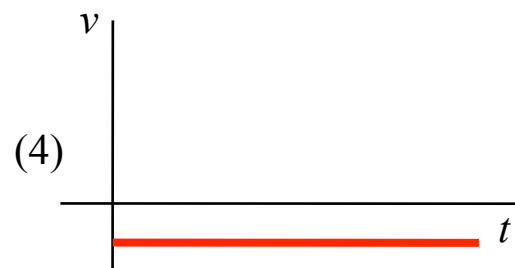
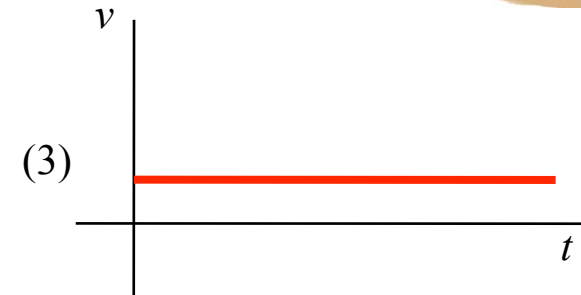
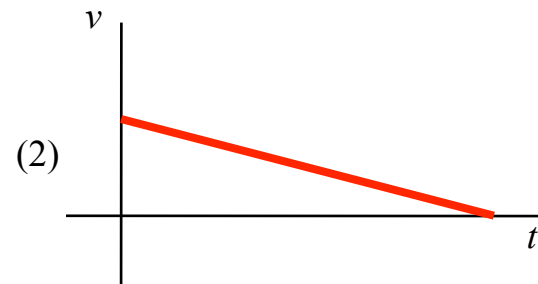
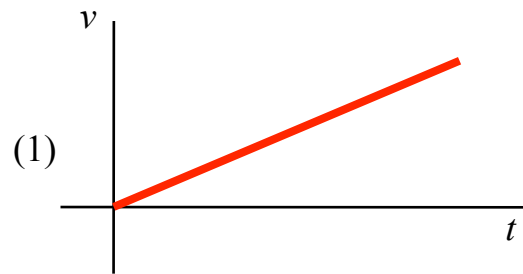
(7) other



Example

- A ball rolling on a level track travels at almost a constant velocity. Assuming it takes a negligible time to get up to speed, what does the graph of its **velocity** look like as a function of time?

Please make your selection...



(7) other

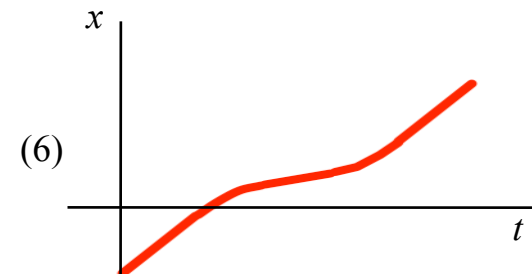
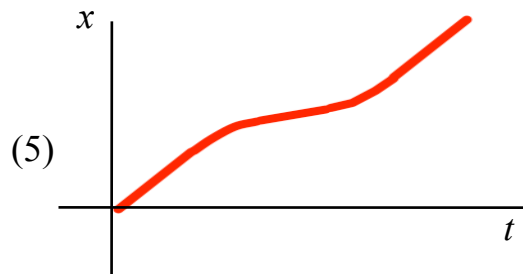
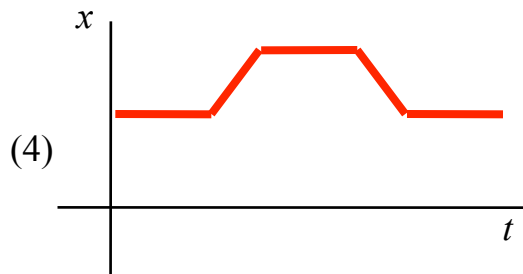
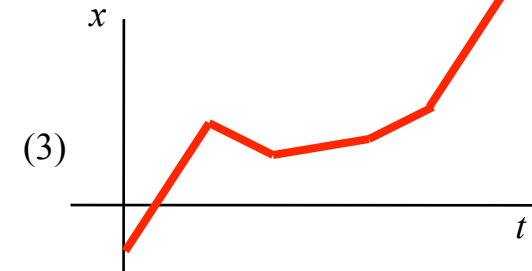
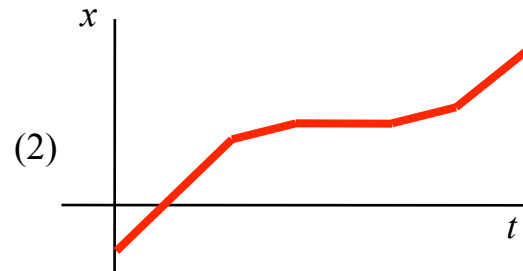
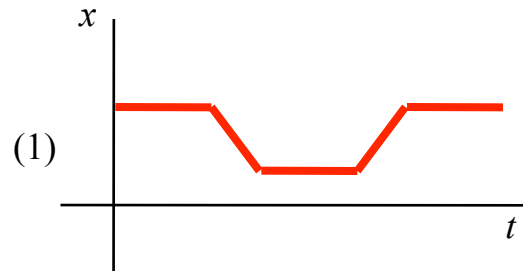


Example

- A ball rolling is rolling at a constant speed along a horizontal track as shown. It comes to a hill and has enough speed to get over it. By thinking about its location as it goes, sketch a graph of the position of the ball as a function of time.



Please make your selection...



(7) other



Example

- A ball rolls is rolling at a constant speed along a horizontal track as shown. It comes to a hill and has enough speed to get over it. By thinking about its speed as it goes, sketch a graph of the velocity of the ball as a function of time.

