



## Multiple Representations

■ We choose different ways of representing things depending on what we want to do.


- Adding multiple sensory modes adds to our sense of an object's reality.



## Knowing-how-to-know icon: Multiple Representations

- We have many different ways that we represent information:
- Words
- Equations
- Diagrams
- Pictures

- Each gives its own way of building up something "real" in our minds.


## Knowing-how-to-know icon: Coherence - Your safety net

- Throughout the class we will be looking to see physical situations in a variety of different ways.
- The consistency among the
 different views protects us against errors of reconstructed memory.



## What's the difference between the $x$ vs. $y$ graph and the $x$ and $y$ vs. $t$ graphs

■ "Graphs for the eye vs. graphs for the mind."

- The 3 different graphs each give us different information about the same physical system.


# Foothold ideas: Velocity 

- Average velocity is defined by

$$
\langle\vec{v}\rangle=\frac{\Delta \vec{r}}{\Delta t}=\frac{\text { vector displacement }}{\text { time it took to do it }} \begin{aligned}
& \text { Note: an average } \\
& \text { velocity goos with } \\
& \text { a time interval. }
\end{aligned}
$$

- Instantaneous velocity is what we get when we consider a very small time interval (compared to times we care about)

$$
\vec{v}=\frac{d \vec{r}}{d t}
$$



