# LEQ: How can equations be used to describe the motion of an object?

Objective: Given appropriate information, calculate the speed or velocity of an object (including units).

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# Motion

Motion is described <u>relative</u> to something else

 An object can be described as <u>moving</u> or not moving at the same time depending on what is used as the reference frame



Speed is a quantity that describes how an object moves

Speed is the <u>rate</u> at which <u>distance</u> is covered, and it is measured in units of distance divided by time.

- Instantaneous speed is the speed at any instant
  - Could be determined by looking at <u>speedometer</u>
  - Could be measured with a radar gun
  - Could be calculated using <u>equations</u> (initial or final speed) or graphs

• <u>Average</u> speed is the total distance covered divided by the time interval

d = distance s = speed t = time

#### Possible speed units:

- mi/hr
- *m/s*
- ft/min

#### s= d t

#### Speed and distance are directly related.

# s=\_d\_t

#### Speed and time are *inversely* related.

#### d=sxt

# $S = \frac{d}{t}$

# $t = \frac{d}{s}$

 A football player can run from endzone to end-zone, a distance of 100 yards, in 15.0 seconds. What is his average speed during this run?

2. A family begins a vacation by driving 85 miles east, starting in Hanover. This part of the trip took 1.5 hours. What is the average speed for this trip?

3. How long would it take a cheetah to run 75 m running at 25 m/s?

4. A greyhound can run 160 m in 10 s. What is the speed of this animal?

5. How far can a turtle travel in 30 s walking at 1 cm/s?

# Velocity

Velocity is speed together with direction

 Velocity is constant only when speed and direction are both <u>constant</u>

 Velocity is a <u>vector</u> quantity... having both magnitude (<u>size</u>) and direction

# Velocity

<u>http://www.teachersdomain.org/resources/phy03/sci/phys/mfw/accel/index.html</u>
<u>http://www.teachersdomain.org/asset/phy03\_i</u>
<u>nt\_accel/</u>



#### HTTER DECTORS TRACED - EMAN

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Take common of the version car, so you'll make the velocity and socialization reactive toposential as antices and its speed one time as a line on the graph

