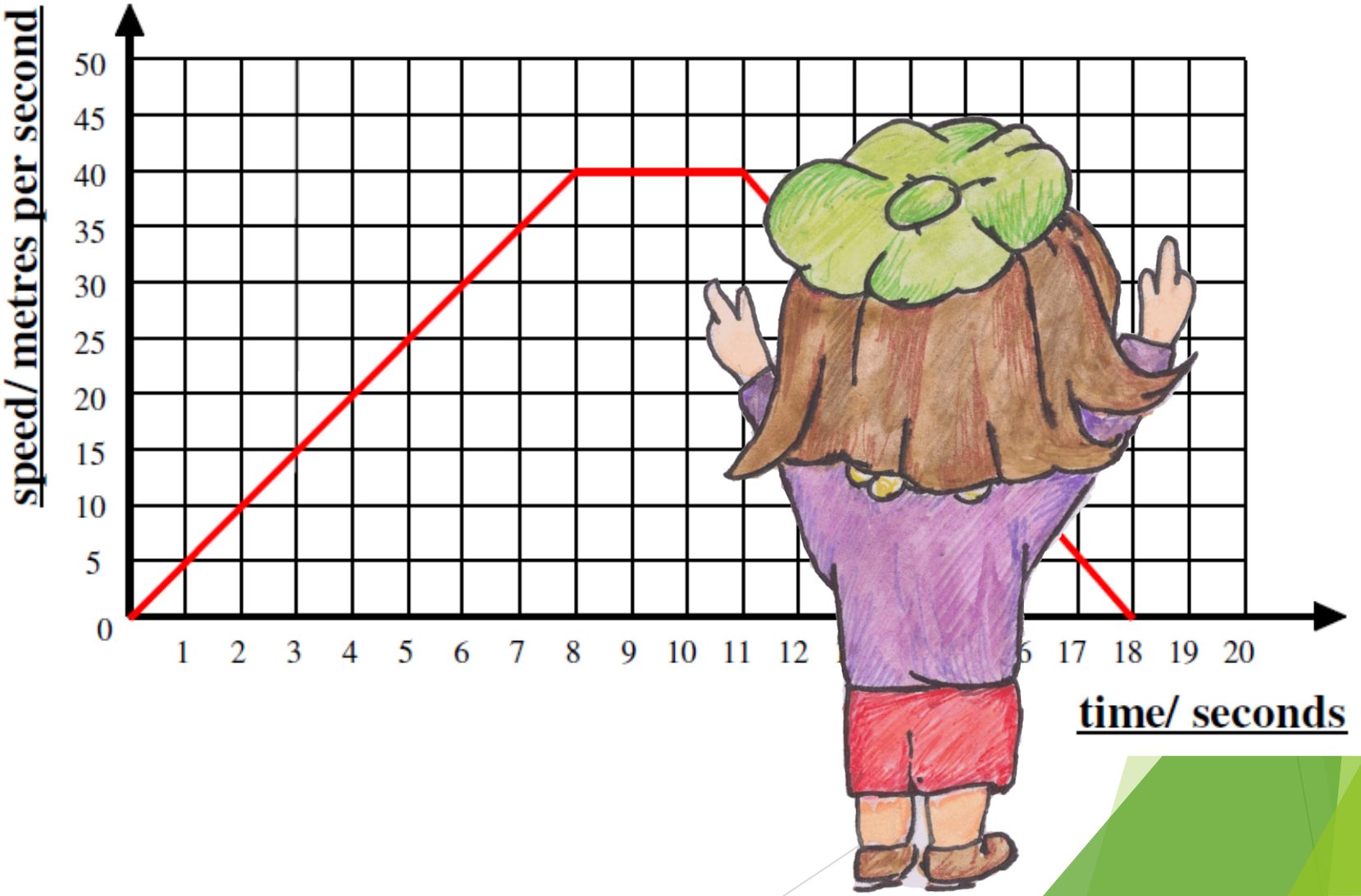
Velocity-Time GRAPHS

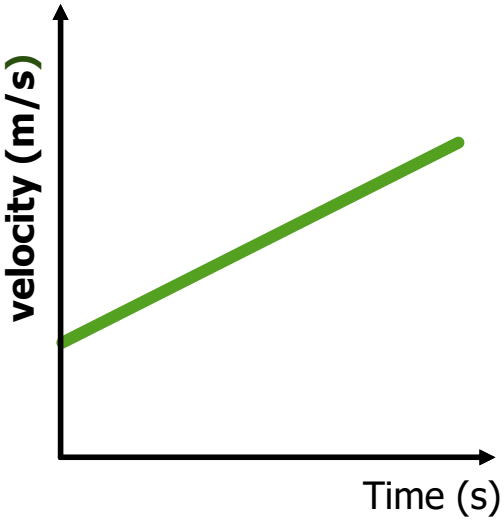
N5 Physics

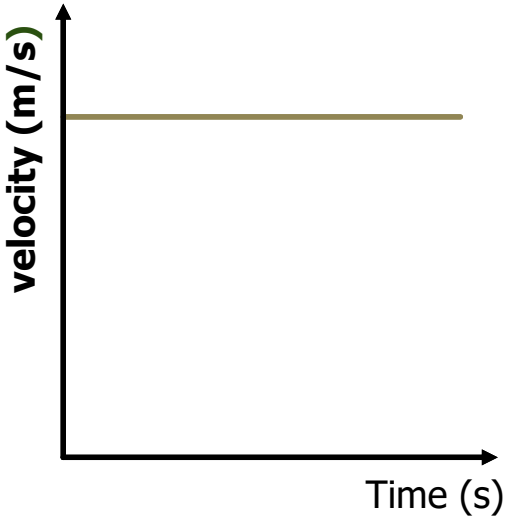
Describing graphs

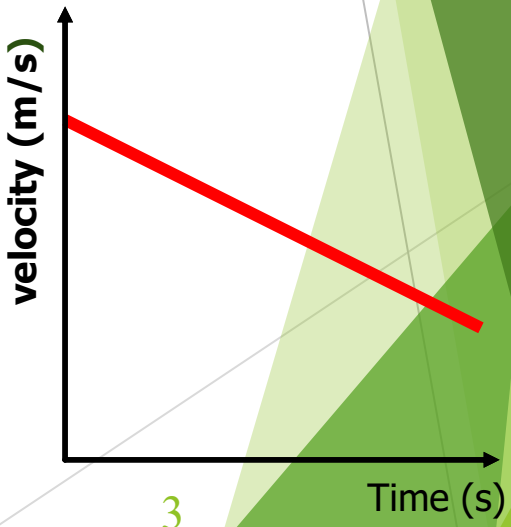


The motion of any object can be represented by a **line** drawn on a **speed-time or velocity-time graph.** This give a visual indication of how objects are moving.

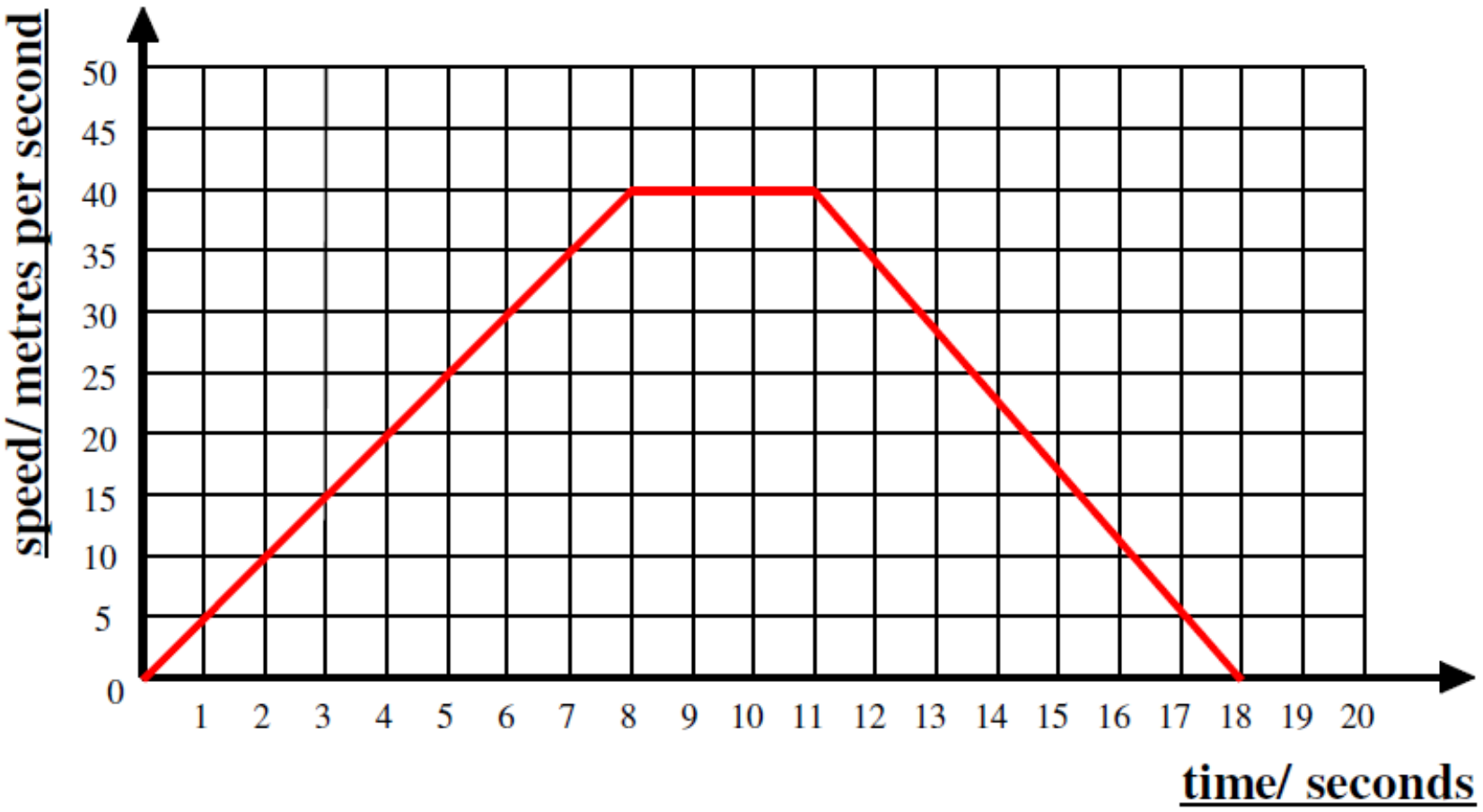
Speeding up	constant velocity	Slowing down
Increasing velocity Constant Acceleration	Uniform velocity /speed Steady speed/velocity / Zero acceleration	Negative constant acceleration, constant deceleration







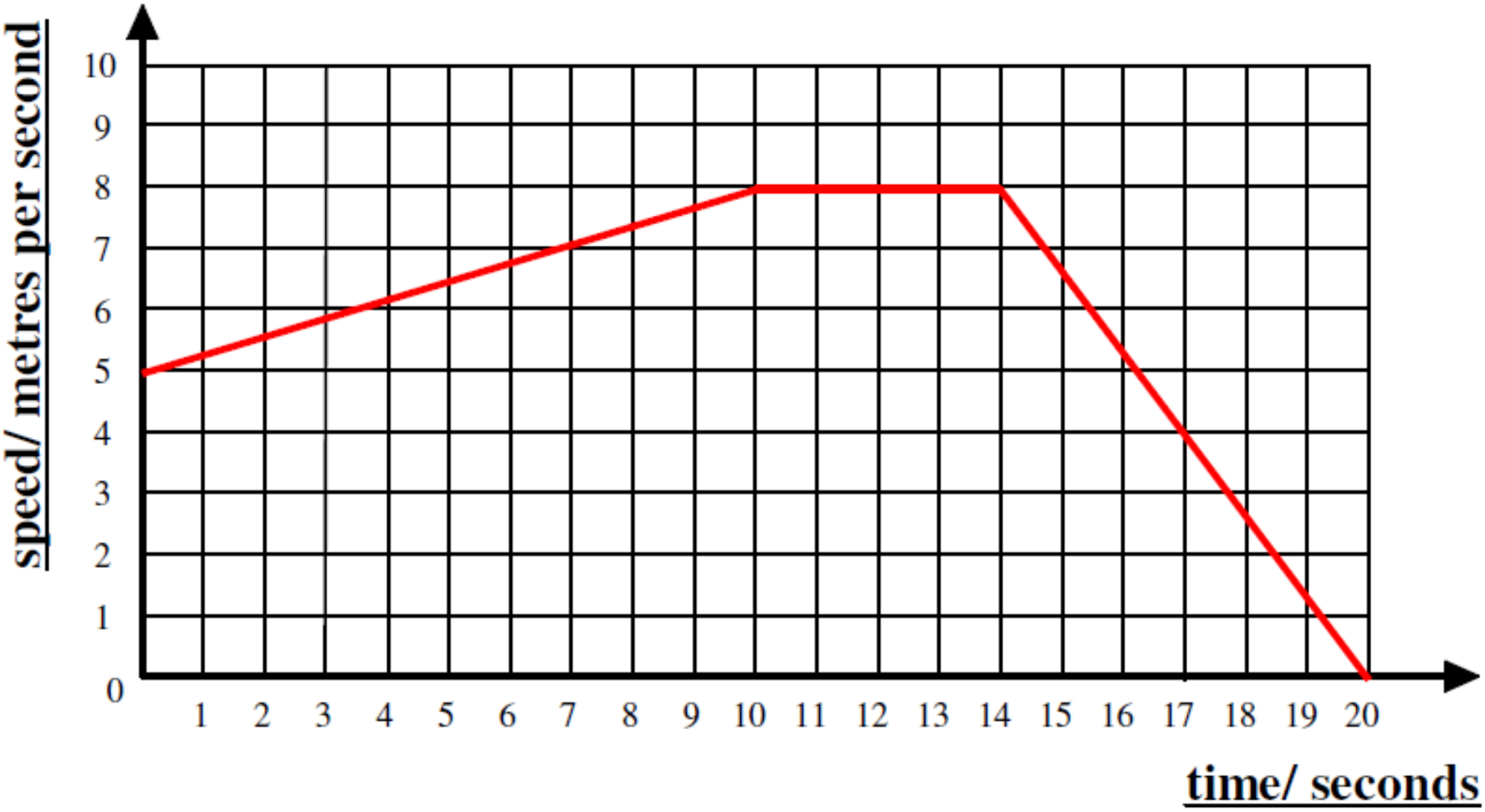
Describe the motion represented by the **line** on each **speed-time graph:**



0 - 8 seconds: Increasing velocity from 0 metres per second to 40 metres per second. (Constant/uniform acceleration).

8 - 11 seconds: Constant velocity of 40 metres per second.

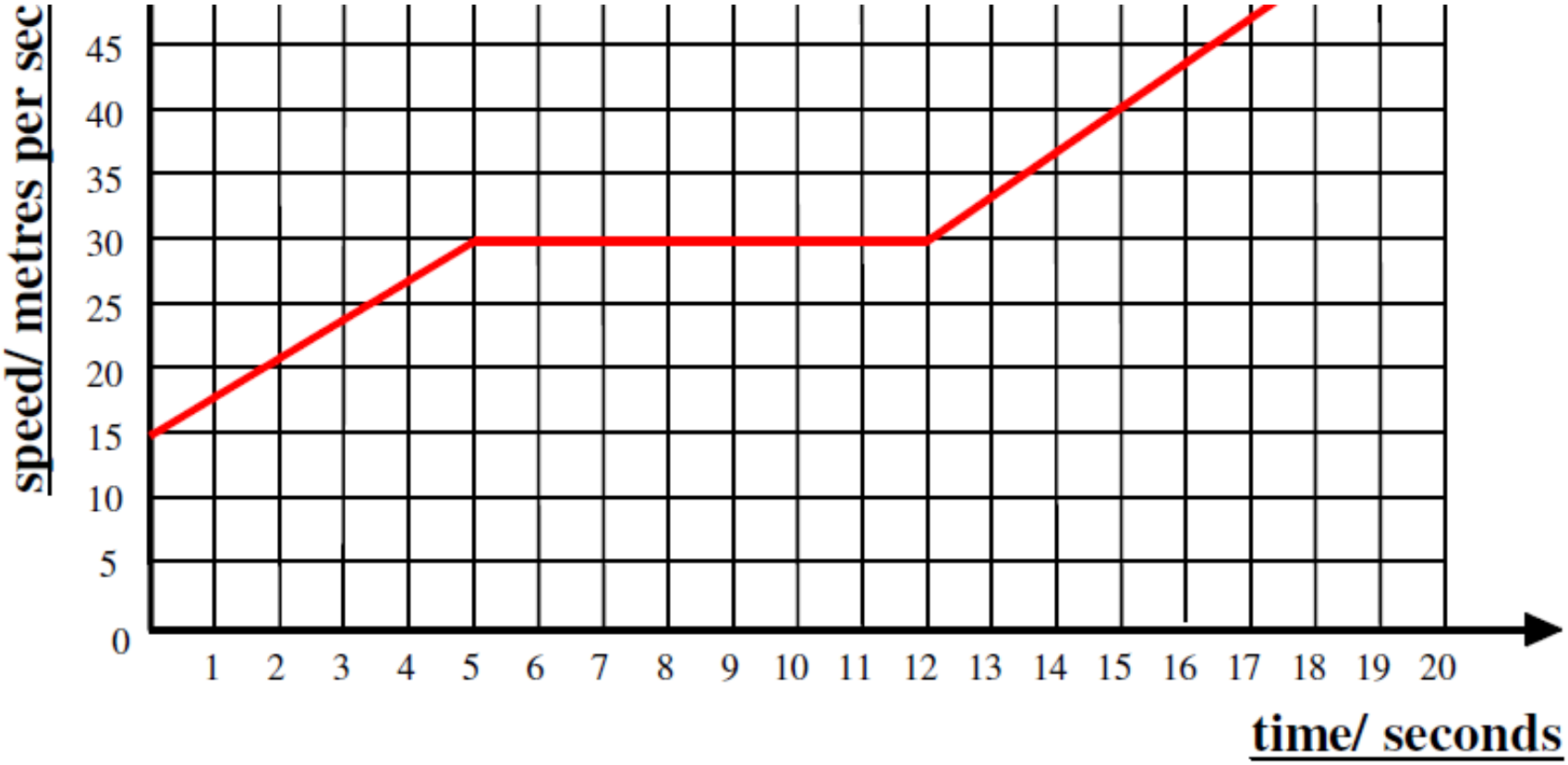
11 - 18 seconds: Decreasing velocity from 40 metres per second to 0 metres per second. (Constant/uniform Negative acceleration).



0 - 10 seconds: _____ ____ from ____ metres per second to ____ metres per second. (Constant/uniform _____).

10 - 14 seconds: _____ _____ of ____ metres per second.

14 - 20 seconds: _____ _____ from ____ metres per second to ____ metres per second. (Constant/uniform _____).



0 - 5 seconds: _____ ____ from ____ metres per second to ____ metres per second. (Constant/uniform _____).

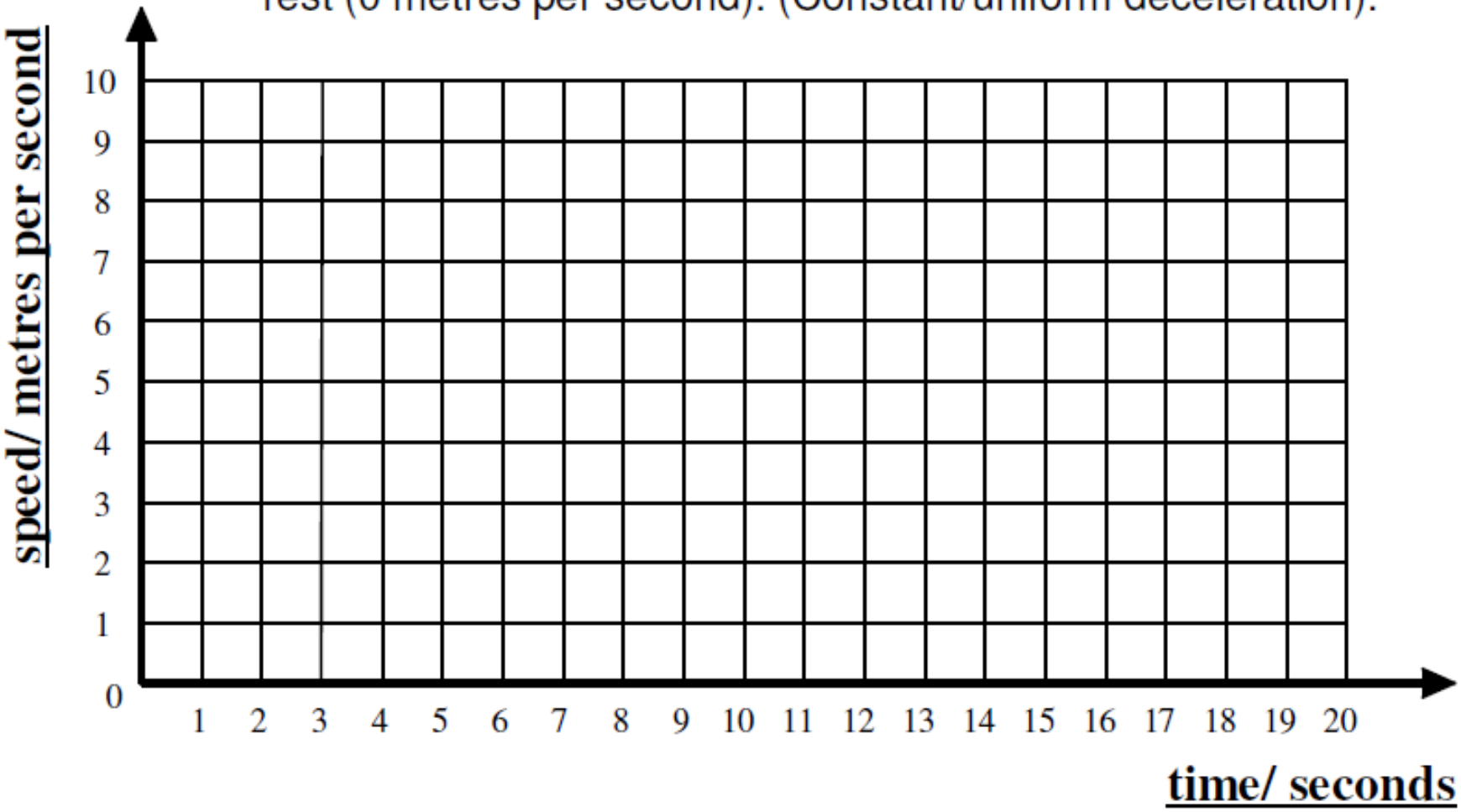
5 - 12 seconds: _____ _____ of ____ metres per second.

12 - 17 seconds: _____ ____ from ____ metres per second to ____ metres per second. (Constant/uniform _____).

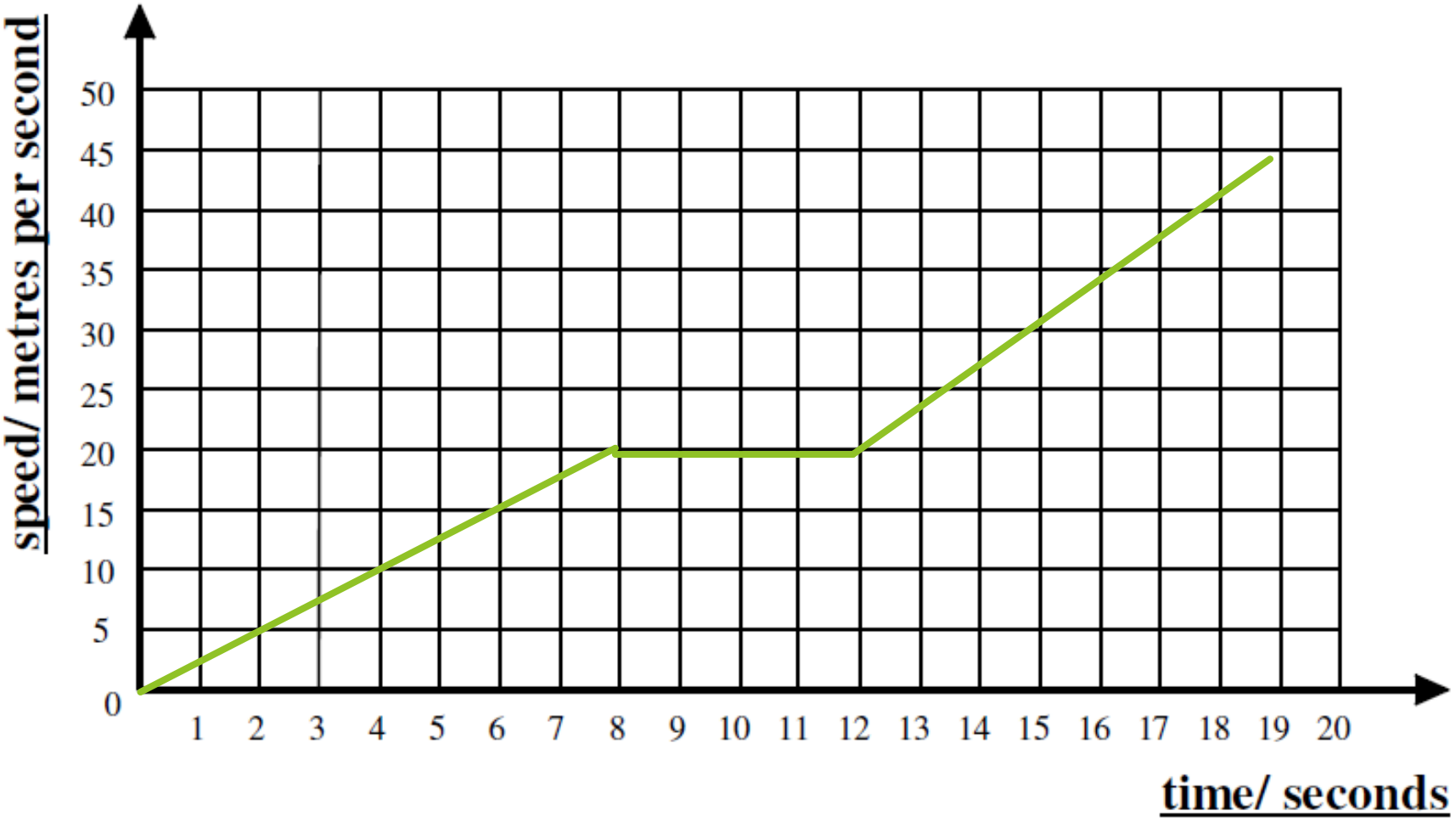
0 - 5 seconds: Speeding up from rest (0 metres per second) to 10 metres per second. (Constant/uniform acceleration).

5 - 15 seconds: Steady speed of 10 metres per second.

15 - 20 seconds: Slowing down from 10 metres per second to rest (0 metres per second). (Constant/uniform deceleration).

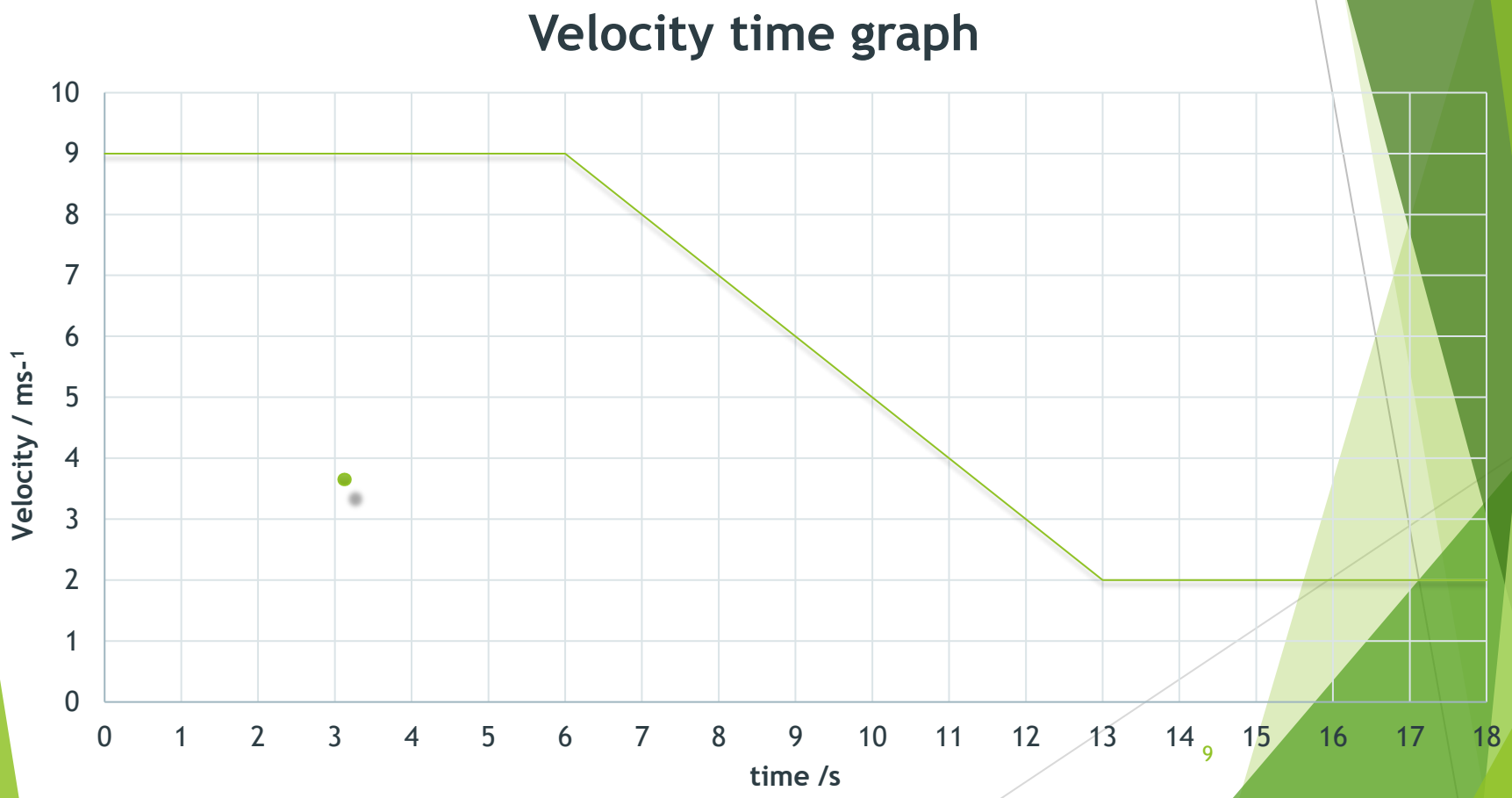


With uniform/constant acceleration, a motorcycle takes 8 seconds to speed up from rest to 20 metres per second. The motorcycle continues to travel at this steady speed for 4 seconds. It then increases its speed to 45 metres per second (constant/uniform acceleration) in 7 seconds.



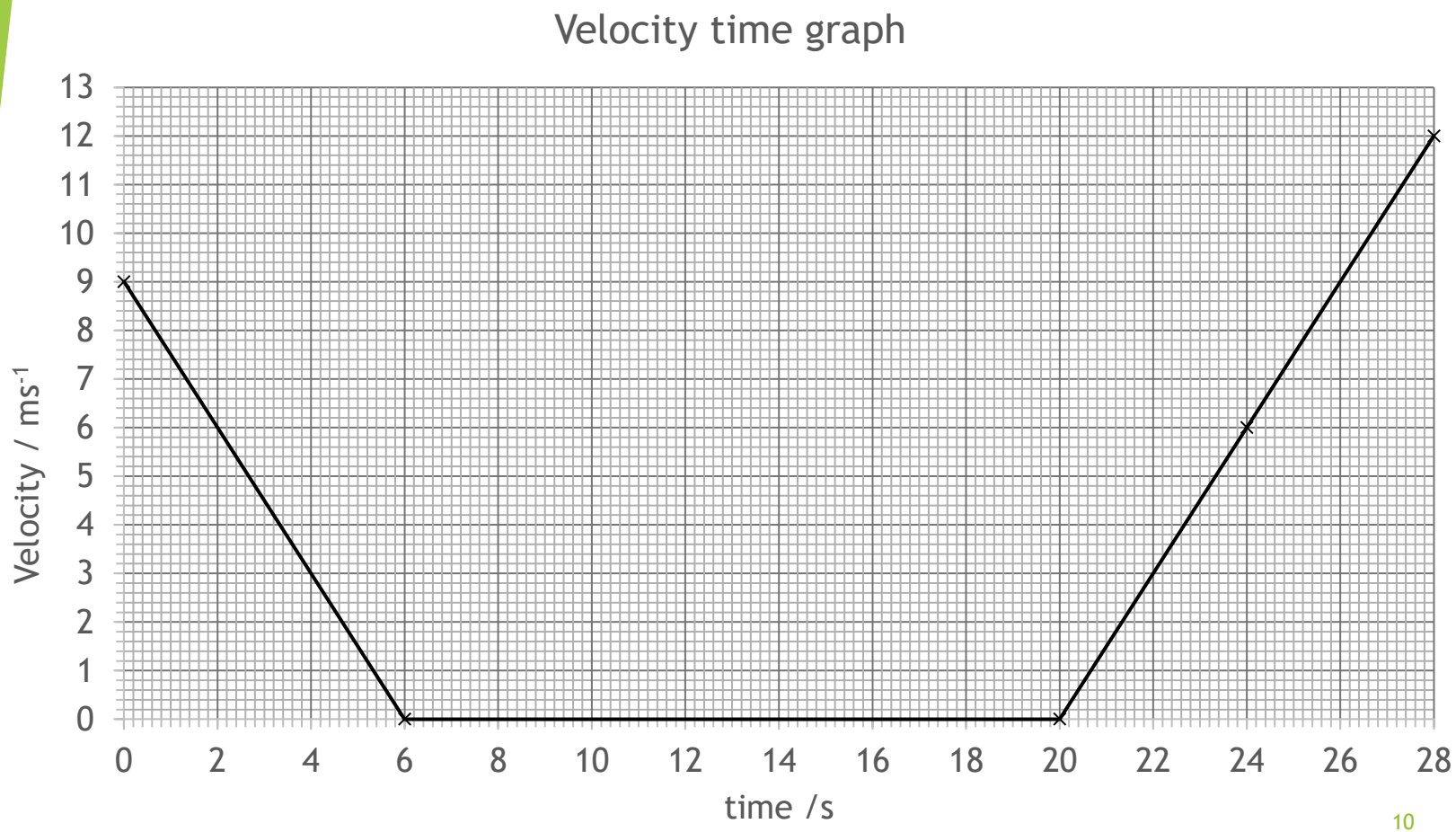
Maximum velocity 9 ms-1, total time 18 s

A cyclist travels at a steady velocity of 9 ms-1 for 6s, before slowing down (negative constant acceleration) to a velocity of 2 ms-1 in 7s. She then travels at this constant velocity for a further 5s.



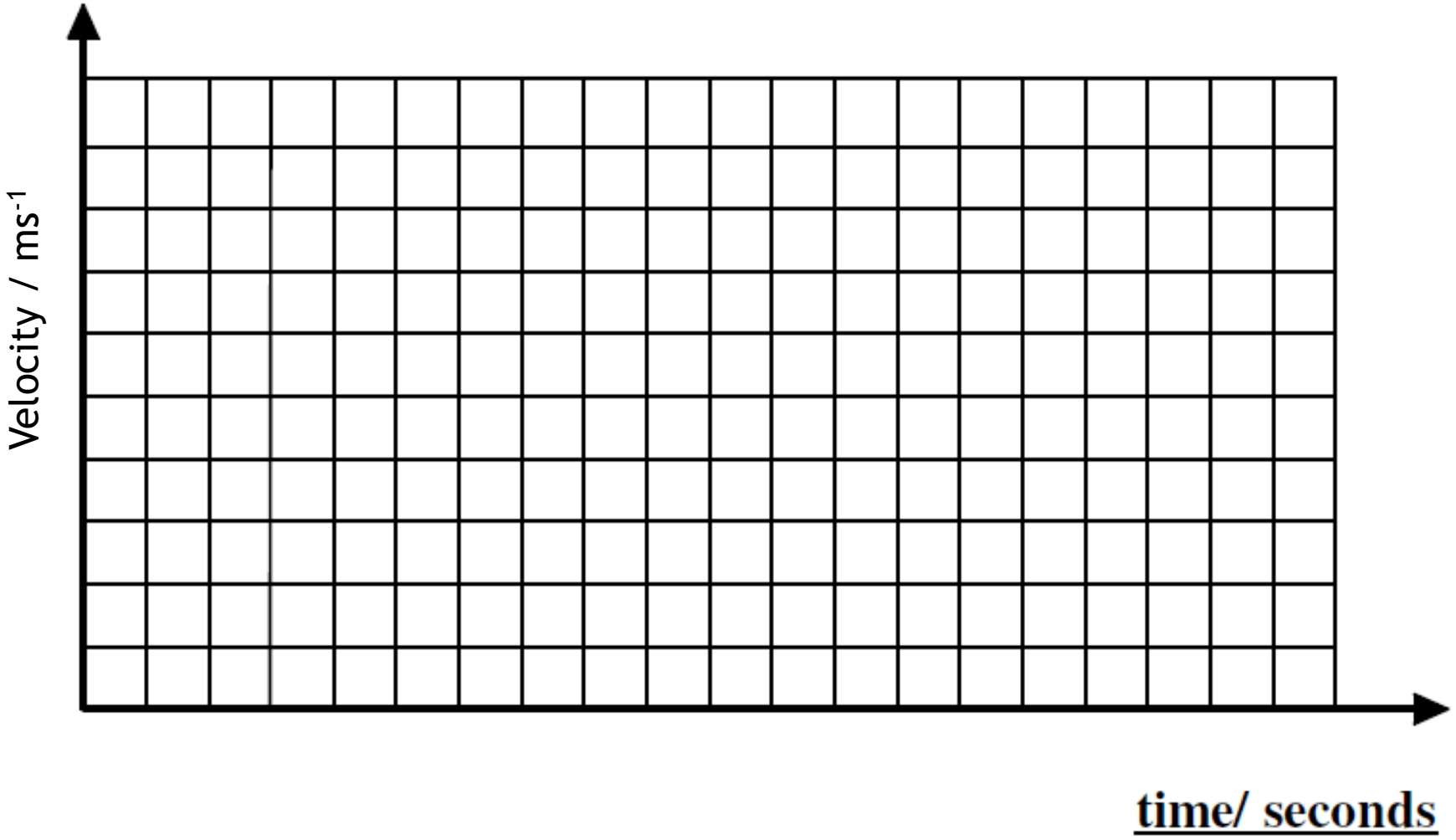
Draw a velocity time graph for the following motion.

A car brakes at traffic lights, its velocity changes from 9 m/s to rest in 6s. It remains at rest for 14s. It then accelerates to 12 m/s in 8s.



Maximum speed = 90 metres per second. Total time = 20 seconds.

A racing car travels at a steady speed of 10 metres per second for 2 seconds before accelerating constantly/uniformly for 12 seconds to a speed of 90 metres per second. The car then immediately decelerates constantly/uniformly for 6 seconds to a speed of 70 metres per second.



Velocity-time graph challenge

1. Draw a set of axes for a velocity-time graph in your jotter.
2. In your neighbour's jotter, neatly and using a ruler, draw in a simple journey involving at least two changes in acceleration.
3. In your own jotter write a short story which could be described by the graph your neighbour drew in your jotter.
4. LATER WE WILL calculate the accelerations and the total distance travelled on the journey, so leave space.

Now you try drawing a graph

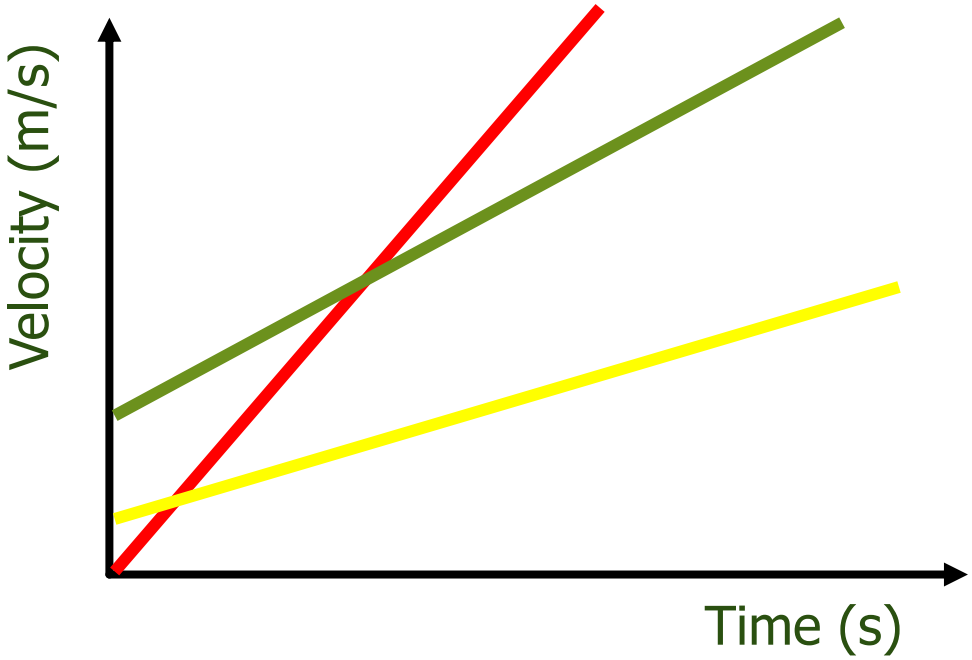
0 - 8 seconds: _____ ____ from ____ metres per second to ____ metres per second. (Constant/uniform _____).

8 - 11 seconds: _____ _____ of ____ metres per second.

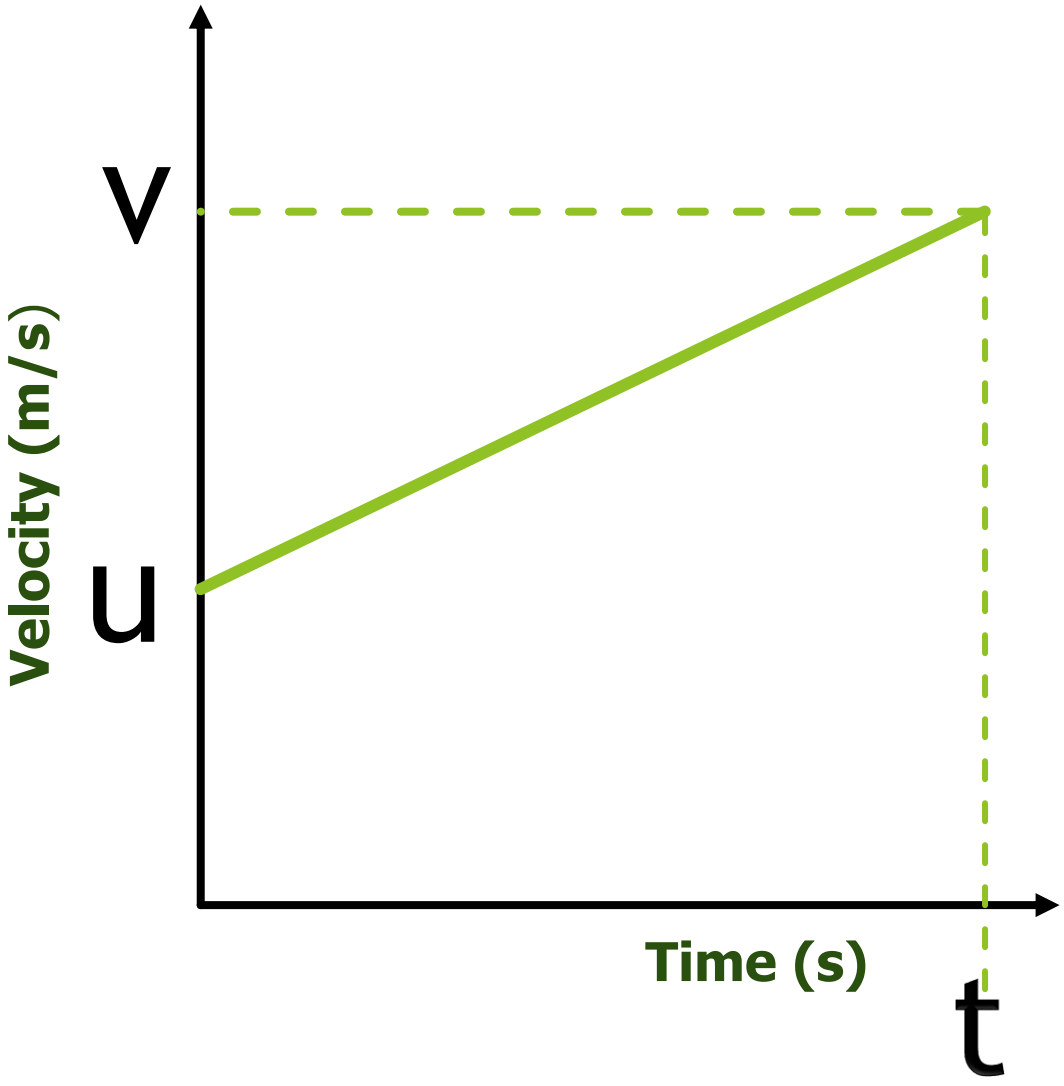
11 - 18 seconds: _____ _____ from ____ metres per second to ____ metres per second. (Constant/uniform _____).

Finding the acceleration from velocity-time graphs

The gradient of a velocity time graph (steepness) tells us the acceleration of the object. The **steeper** the graph (bigger the gradient) the **greater** the acceleration.



Finding the gradient of a velocity-time graph



Gradient= rise/run
Or

$$m = \frac{vertical}{horizontal}$$

$$m = \frac{y_2 - y_1}{X_2 - X_1}$$

In our case that is
vertical= (v-u)
Horizontal=t

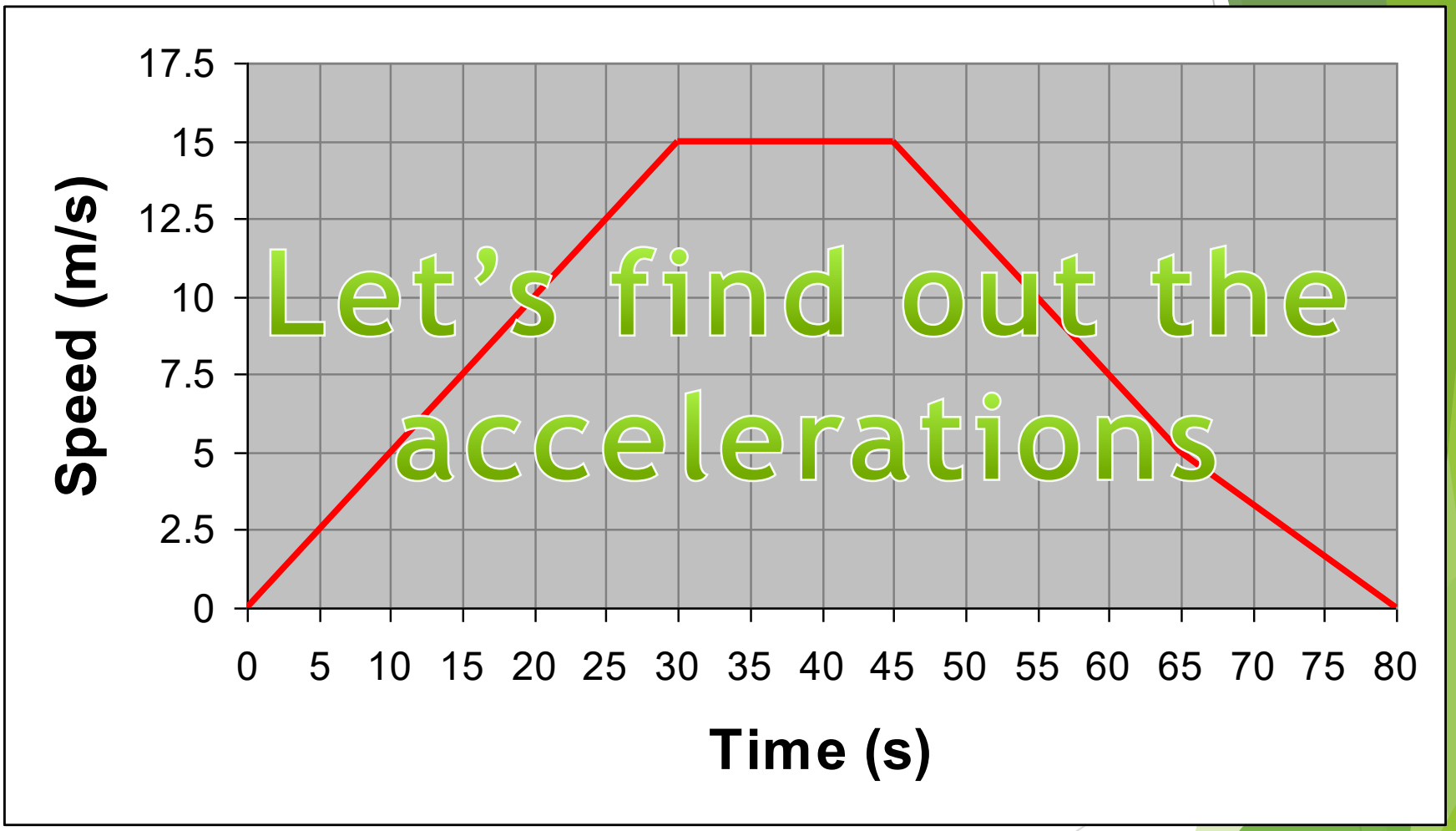
Gradient=(v-u)/t
Gradient = acceleration

Drawing velocity-time Graphs

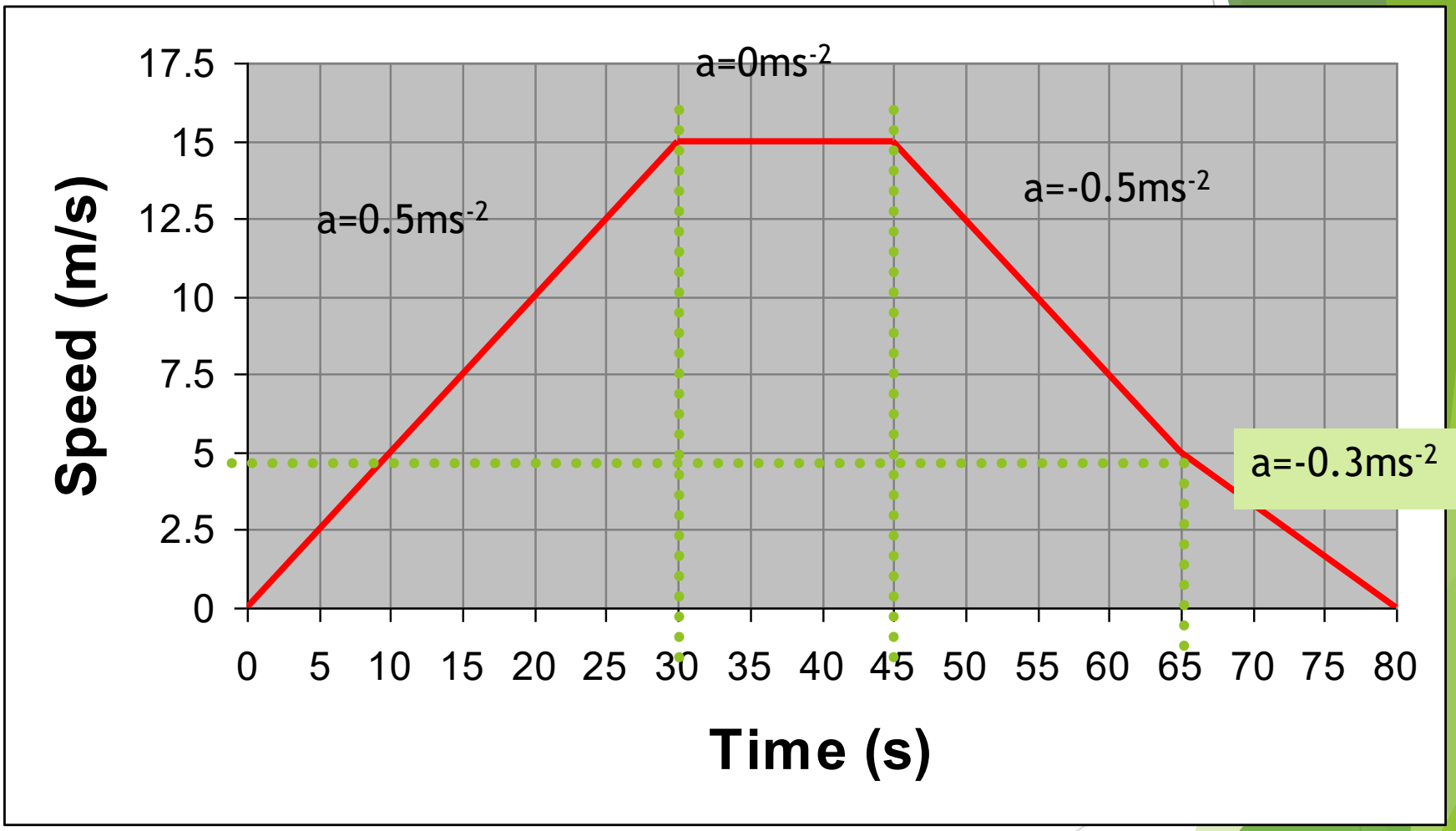
Draw a velocity-time graph for the following journey

- A train leaves the station and take 30s to accelerate to 15m/s.
- It remains at this speed for a further 15 seconds.
- As it approaches the next station it slows to 5m/s. It takes 20 seconds to decelerate to this speed
- As it finally pulls into the next station it slows to a stop in 15 seconds.

What It Should Look Like



What It Should Look Like



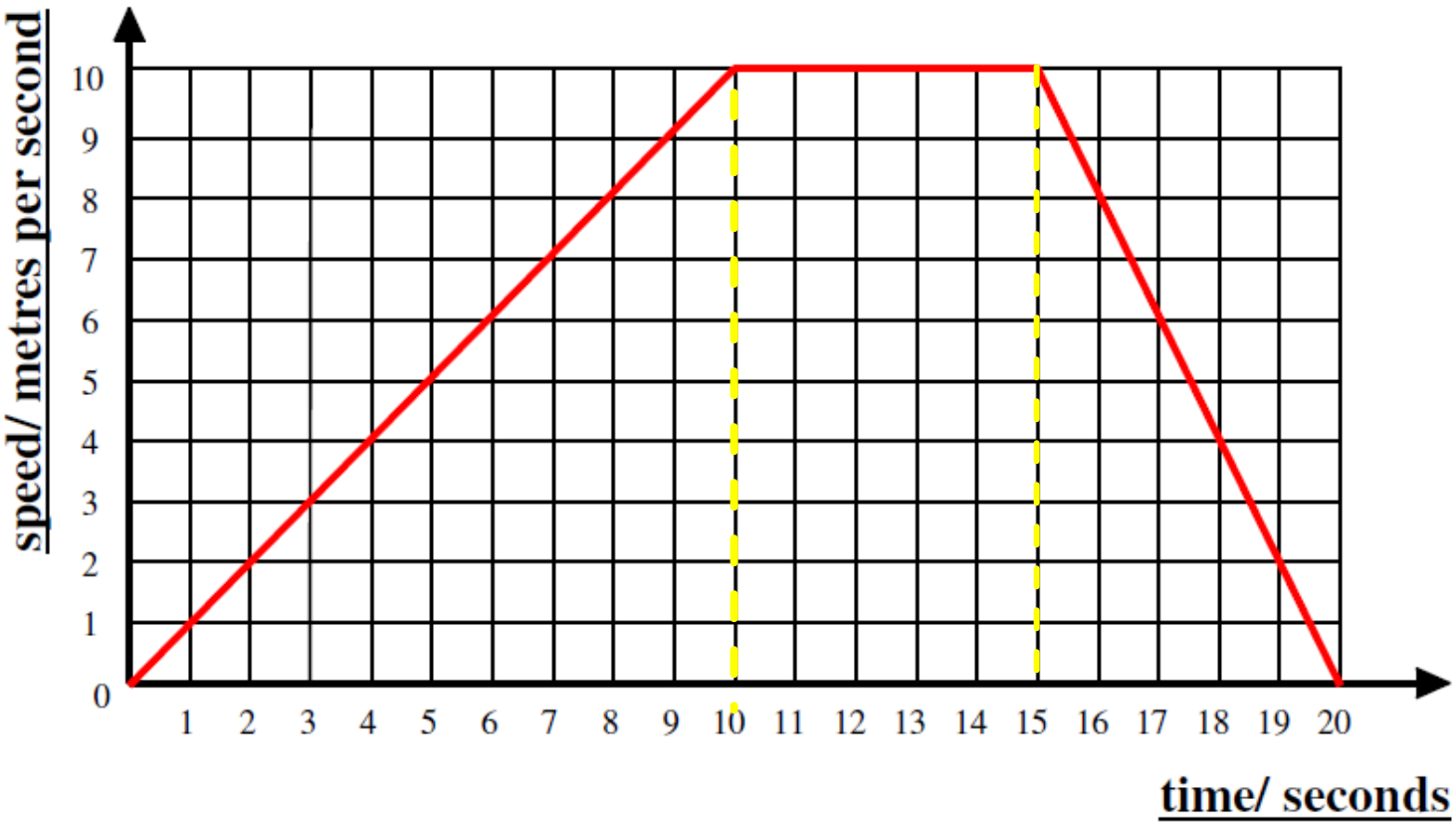
Describe the motion represented by the **line** on each **speed-time graph**:

0 - 10 seconds: _____ _____ from _____ metres per second to _____ metres per second. (Constant/uniform _____).

10 - 15 seconds: _____ _____ of _____ metres per second.

15 - 20 seconds: _____ _____ from _____ metres per second to _____ metres per second. (Constant/uniform _____).

Finding the Acceleration from velocity-**time graph**:



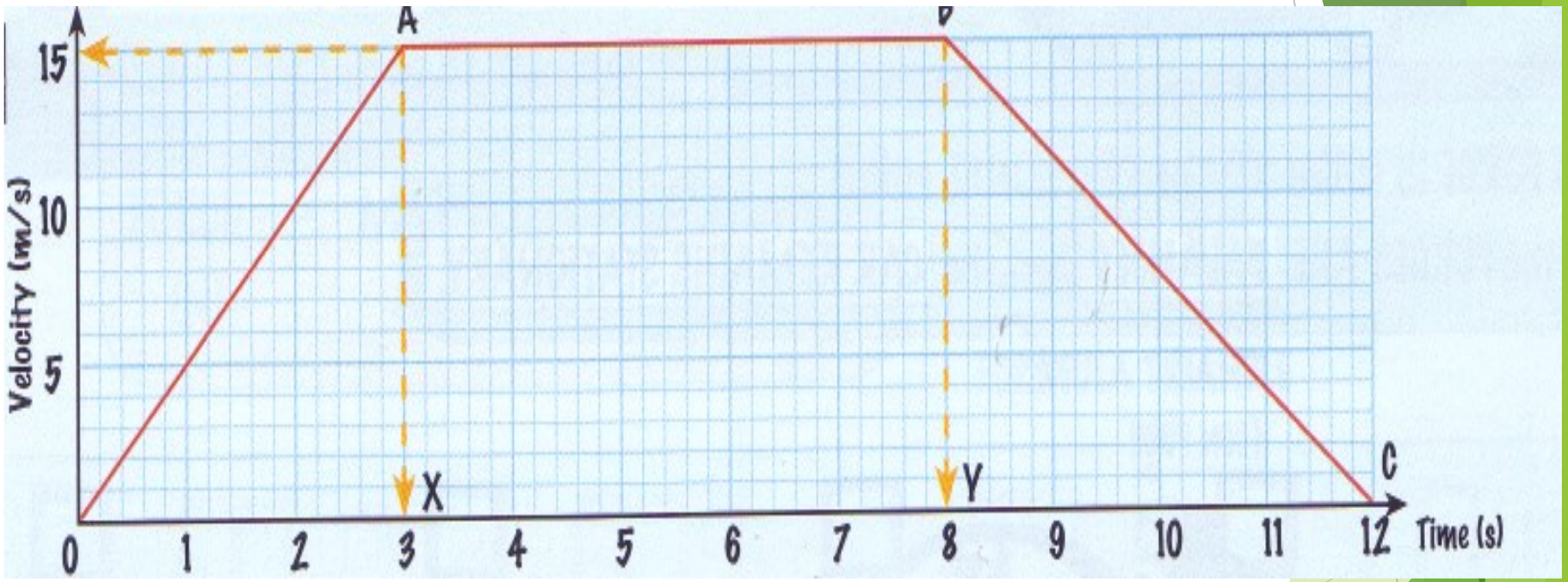
Gradient = rise/run
a=(v-u)/t
a=(10-0)/10
a=1m/s^2

Gradient = rise/run
a=(v-u)/t
a=(10-10)/5
a=0m/s^2

Gradient = rise/run
a=(v-u)/t
a=(0-10)/5
a=-2m/s^2

Problems

2. Calculate (a)the acceleration over OA, AB and BC



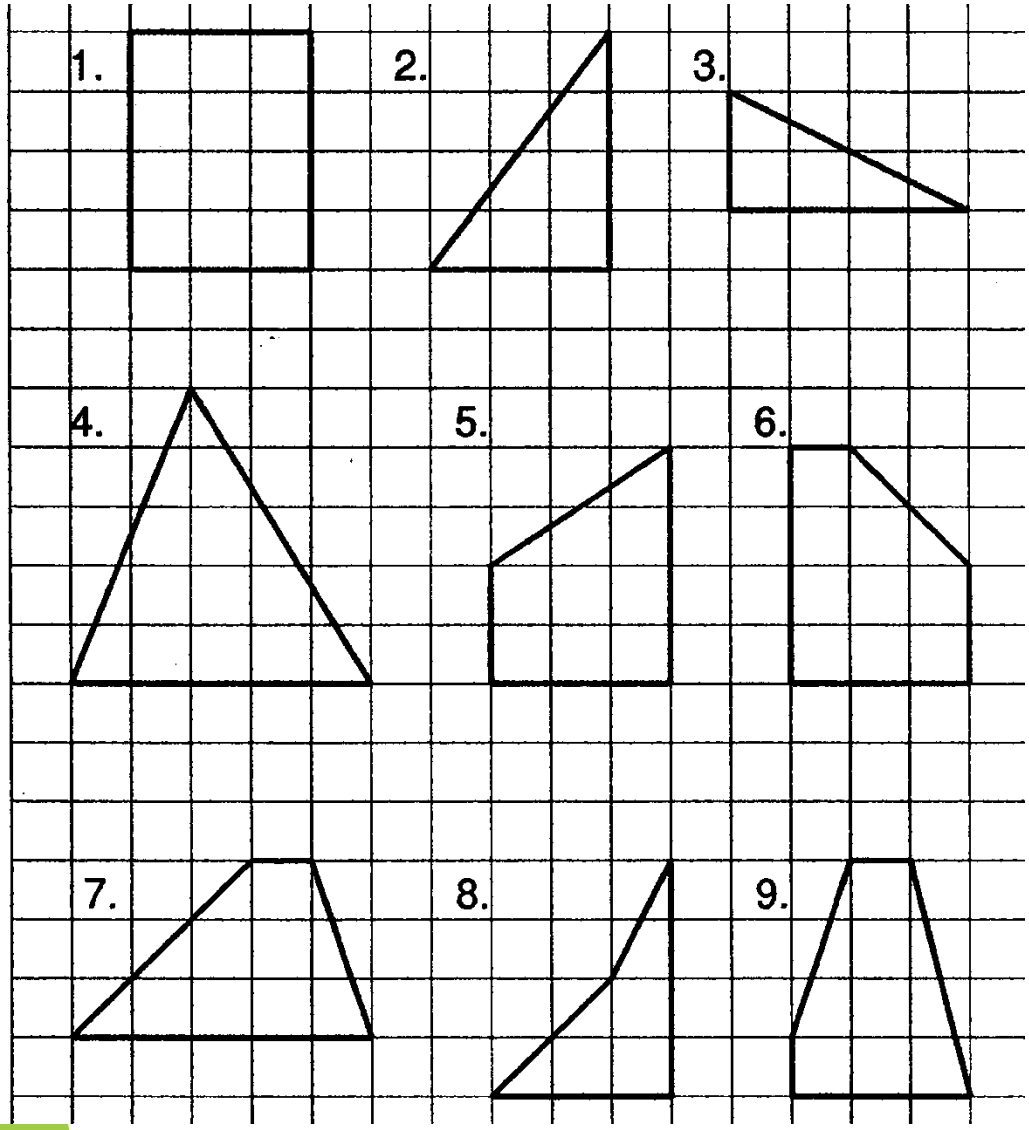
$5m/s^2$, 0, $3.75m/s^2$, 127.5m

Finding the distance and displacement from velocity-time graphs

Distance and Displacement from a graph

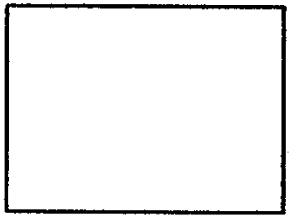
The AREA under a speed-time graph tells us HOW FAR we have travelled (DISTANCE)

The area under a velocity-time graph tells us the DISPLACEMENT of the object.



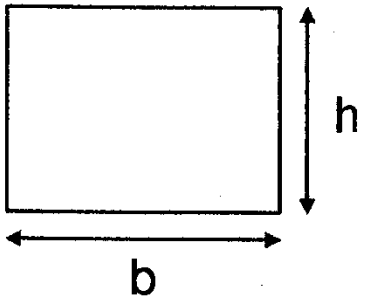
Copy out the shapes and find the area of each shape.
Include your working

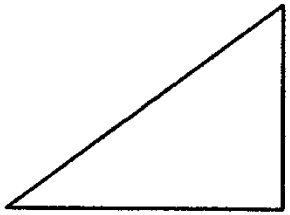
Finding the area of different shapes



Q. How would you find the area of a square or a rectangle?

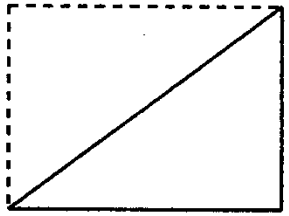
A. *You would multiply the base by the height to find the area.*
Area = b × h

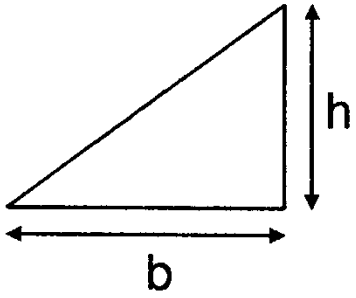




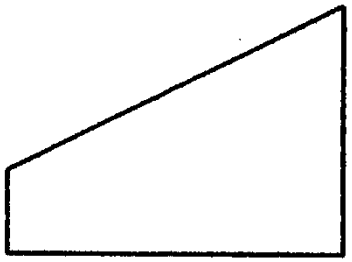
Q. How would you find the area of a triangle?

The triangle is half of a rectangle with the same base and height. The triangle therefore has half the area of the rectangle.

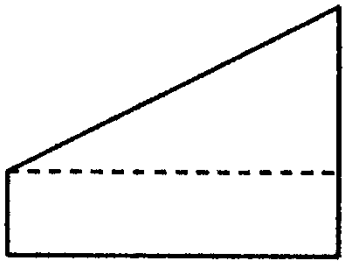




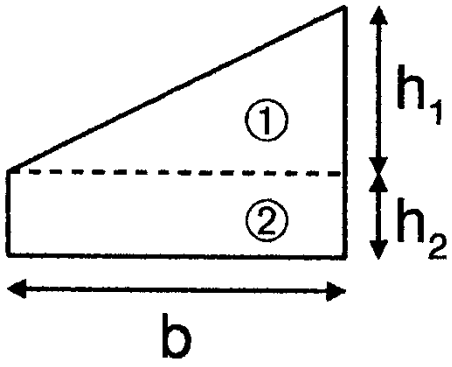
A. *The area of the triangle is ½ base x height.*
Area = ½ × b × h



Q. How could you find the area of this shape (called a trapezium)?



You could divide it up into triangles and rectangles, and then find the area of each part.



A.

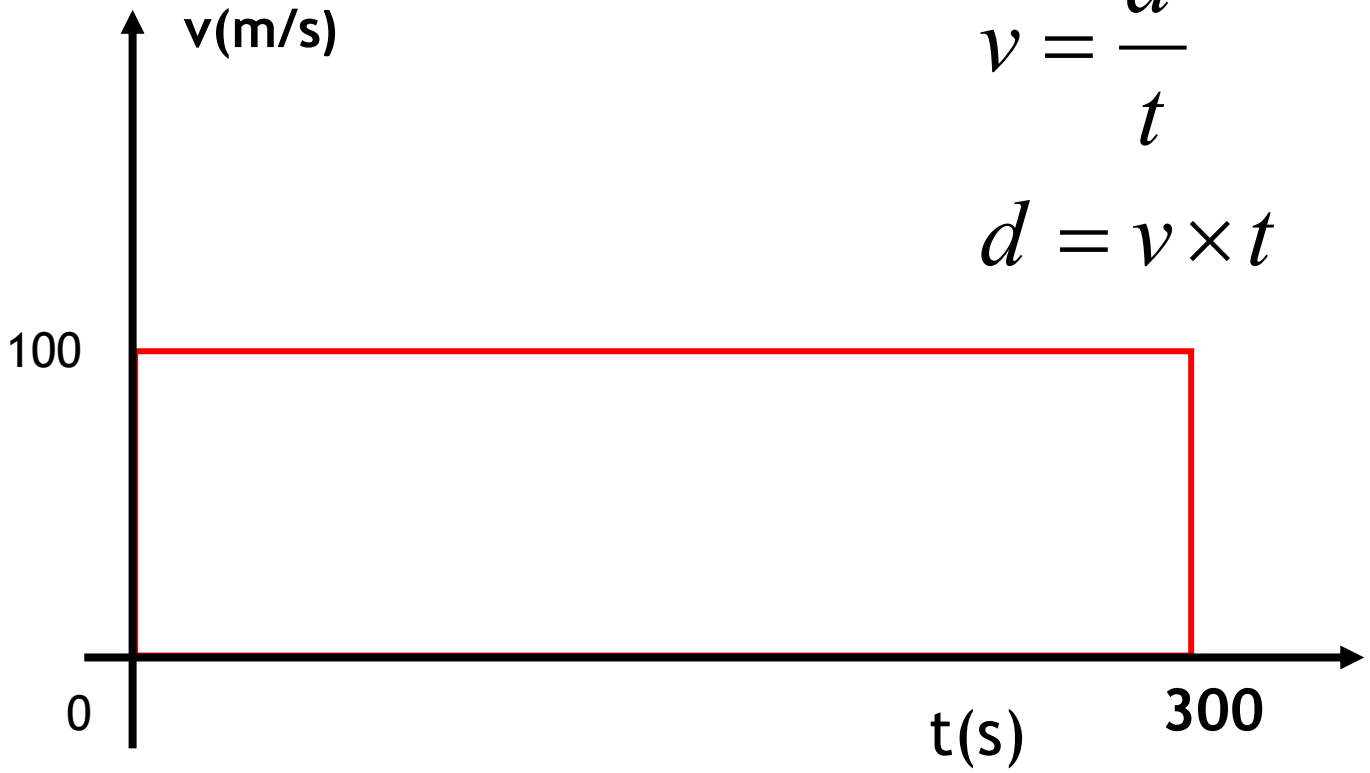
Area 1 $= \frac{1}{2} \times b \times h_1$

Area 2 $= b \times h_2$

The AREA under a speed time graph tells us HOW FAR we have travelled (DISTANCE)

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

$$d = v \times t$$



My object is travelling very fast. It is travelling at constant speed, its instantaneous speed is constant. It's acceleration is zero. To find the distance travelled, *d*, we'd use the formula;

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

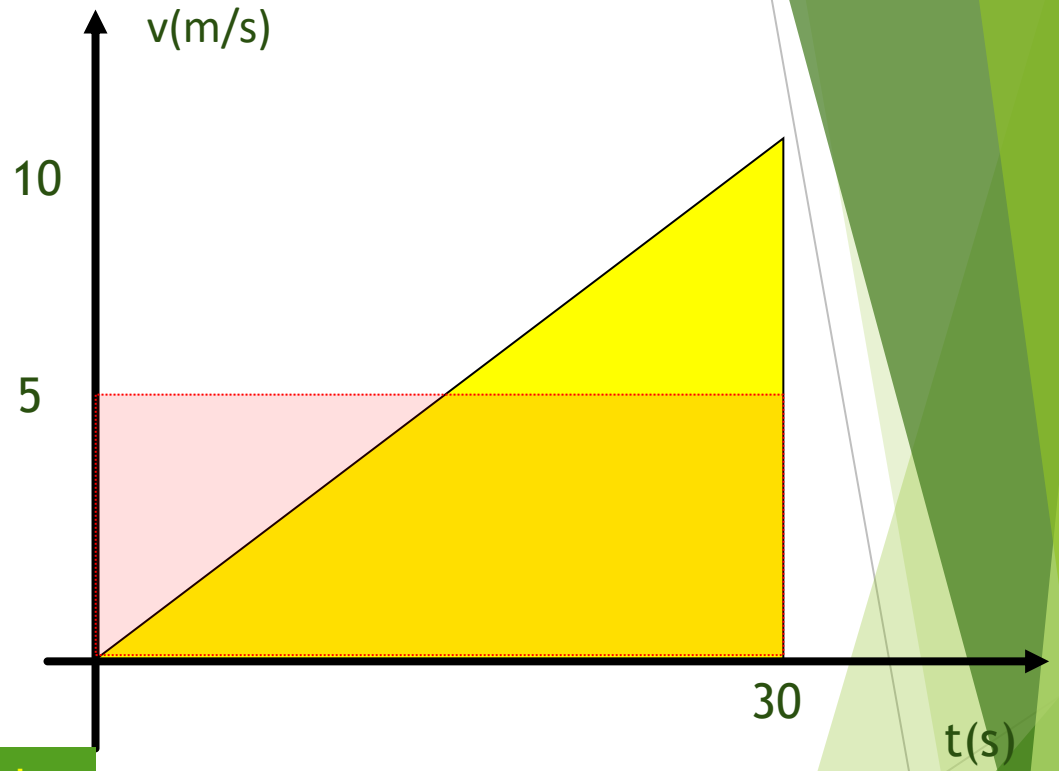
$$d = v \times t$$

d= 100x 300=30 000m

Find the average speed for this journey.

$$\bar{v} = \frac{u+v}{2}$$

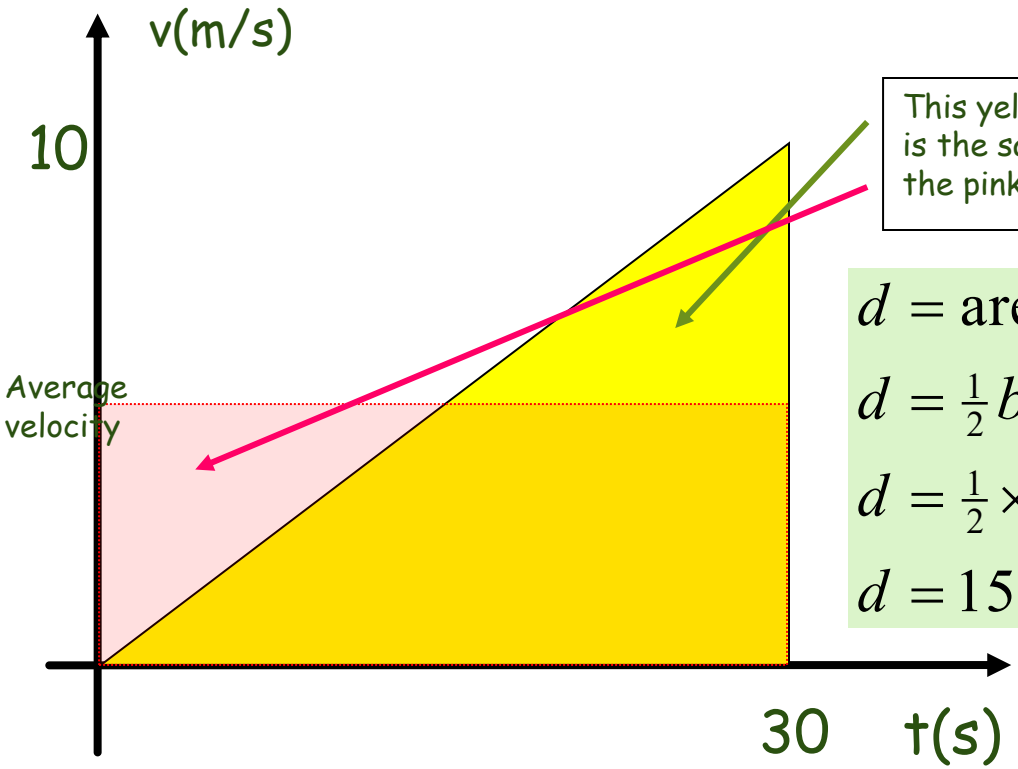
$$\bar{v} = \frac{0+10}{2} = 5m/s$$



The area of the triangle is exactly the same as the area of the rectangle with a speed exactly half way between the two values, *u* & *v*

$$d = \bar{v} \times t$$

$$d = 5 \times 30 = 150m$$



d = area under a speed time graph

$d = \frac{1}{2}bh$

$d = \frac{1}{2} \times 30 \times 10$

$d = 150m$

the area of the pink shape is the same as the area of the yellow triangle. Both give you the distance travelled

Speed/ velocity – Time Graphs

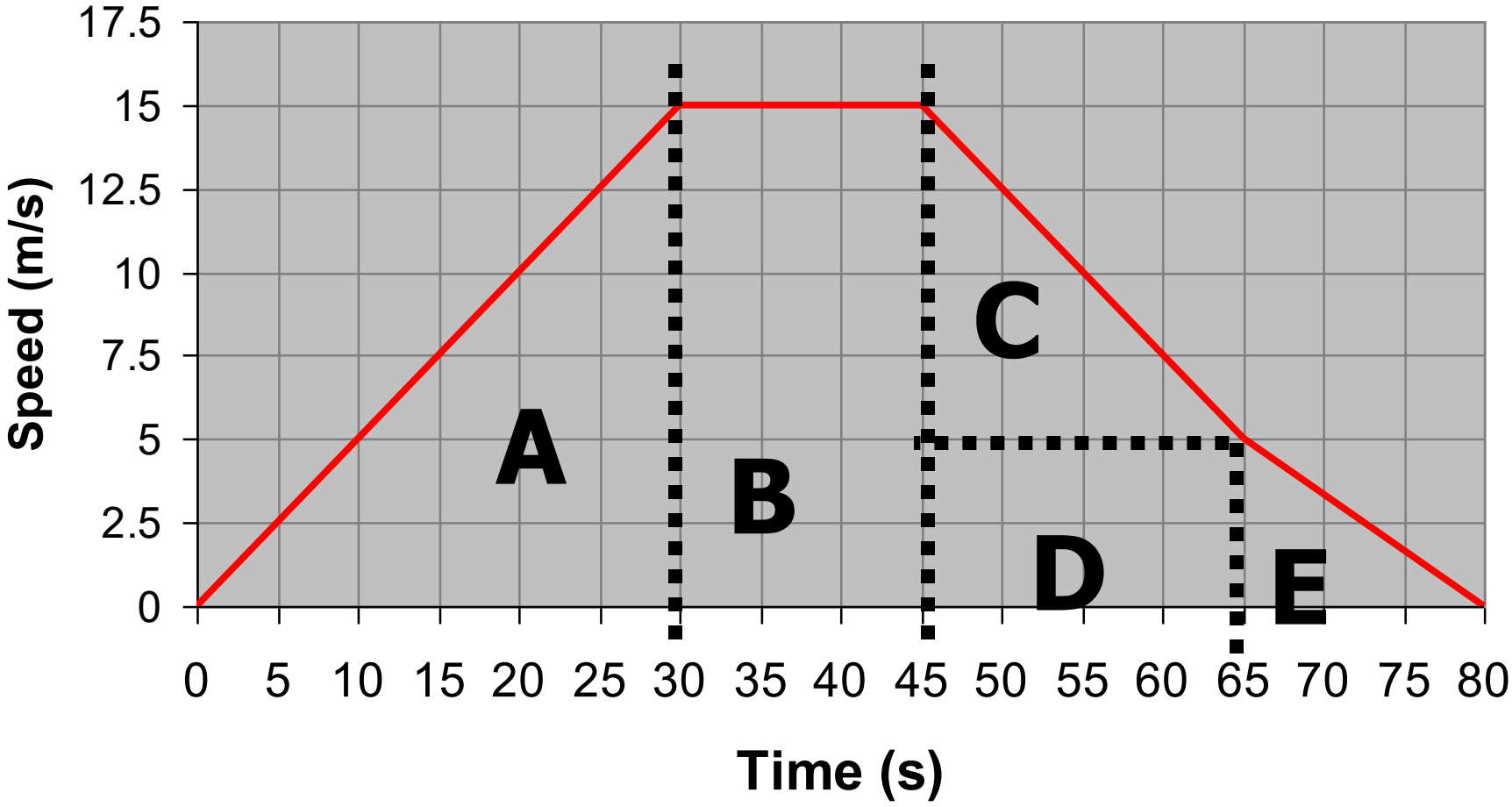
Speed time graphs, when drawn accurately can be used to find the total distance travelled during a journey. No matter what the shape of the graph….

Total distance covered = Area under a speed time graph

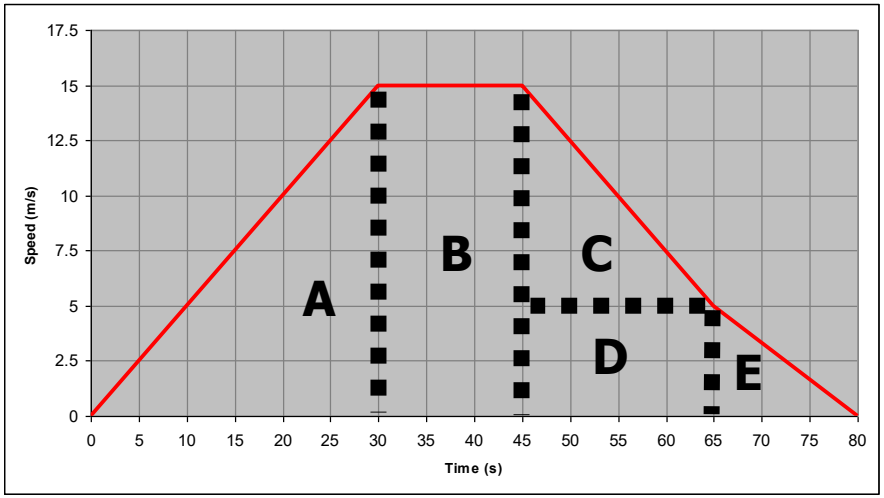
Often, to find the area, the graph will need to be split into standard geometrical shapes like triangles and rectangles

Make a sketch of this graph and divide it up into appropriate shapes

How far did it go? Distance!



How far did it go?



Displacement = area under v-t graph

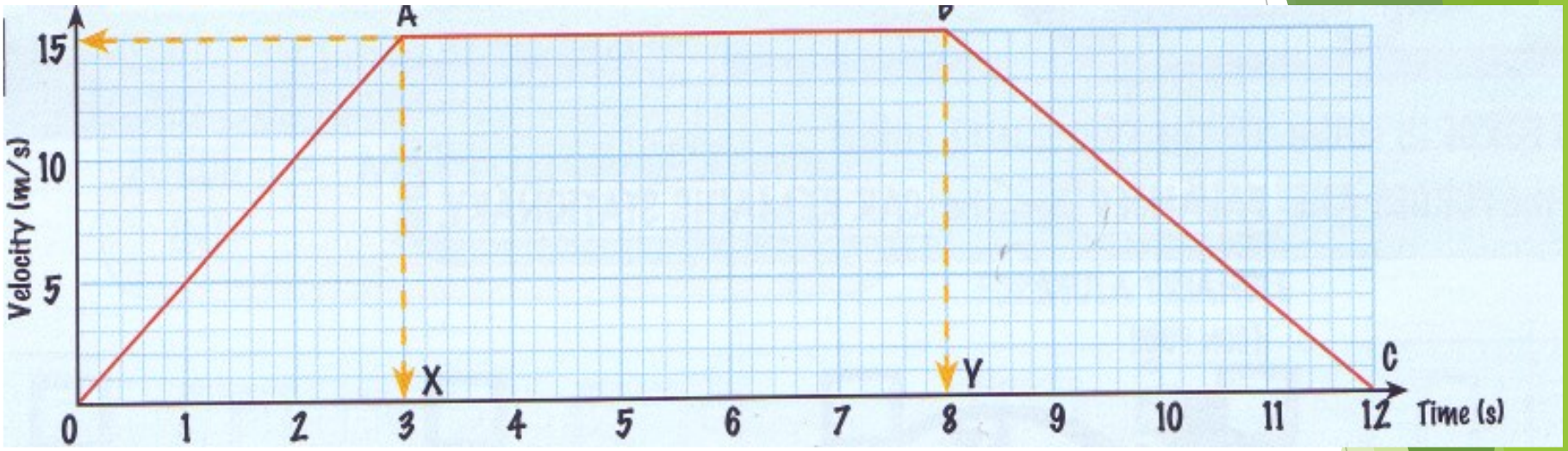
= Triangle A + Rectangle B + Triangle C + Rectangle D + Triangle E

= (½x30x15) + (15x15) + (½x10x20) + (20x5) + (½x15x5)

= 225 + 225 + 100 + 100 + 37.5

= **687.5 m**

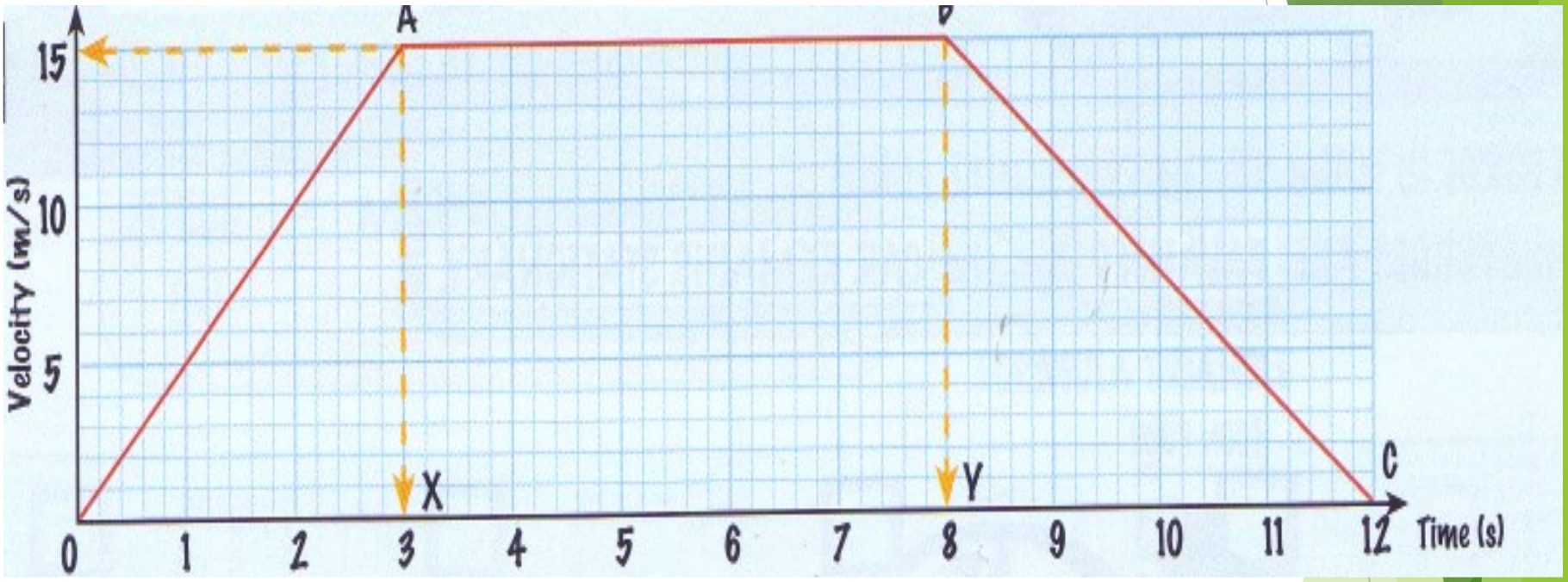
Problem



2. Calculate the total distance traveled in the 12 s 127.5m

Problems

1. Calculate the average velocity over OA AB and BC



Velocity time graphs; Summary

- The gradient of a velocity time graph gives the acceleration of an object
- the area under a velocity time graph gives the total distance travelled
- *Increasing* or *decreasing* gradient gives the rate at which the acceleration is increasing or decreasing
- means the object is travelling at

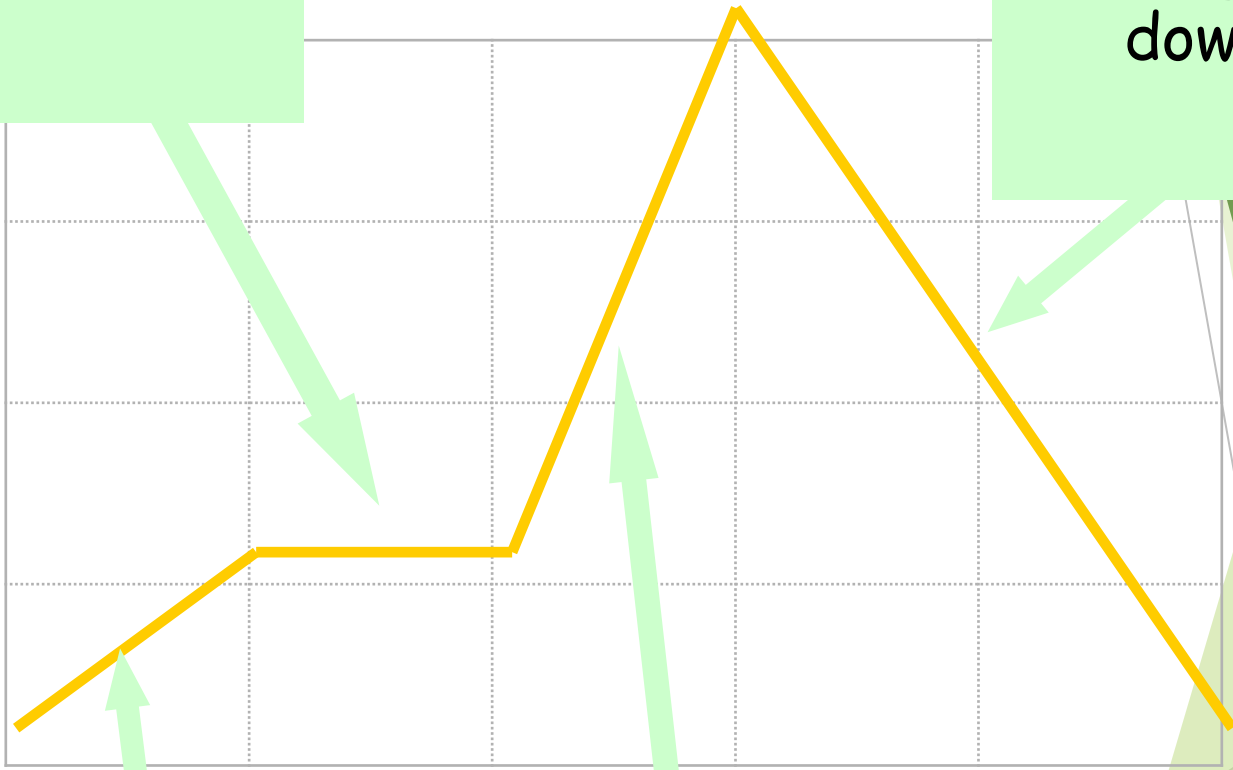
Distance-Time GRAPHS

Back to mind map

Distance-time graphs

2) Horizontal line =

4) Diagonal line downwards =



1) Diagonal line =

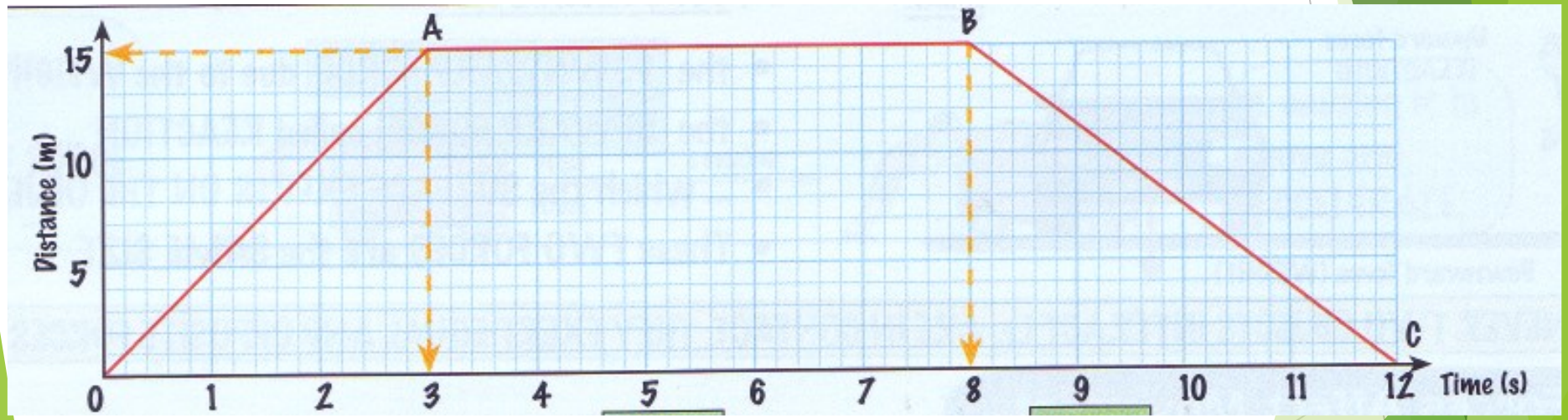
3) Steeper diagonal line =

Distance time graphs ; Summary

- The gradient of a distance time graph gives the velocity
- *increasing* gradient means object is accelerating
- *decreasing* gradient means object is decelerating
- *zero* gradient means object is stationary

Problems

1. Describe the motion of the vehicle during the 12s journey
2. Calculate the average speed over OA AB and BC



Speed Worksheet: Label the graph

Sima and Julie wait at the bus stop.

Sima waits for her friend Julie to get ready.

Sima walks ½ mile to her friend's house.

Sima and Julie are on the bus going to school.

Sima and Julie walk slowly to the bus stop.