PhyzSpringboard: From Velocity to Position II

GETTING THE POSITION GRAPH FROM THE VELOCITY GRAPH: UNIFORM MOTION

Use the information given on the velocity vs. clock reading graph below to determine the velocity, interval, initial position, change in position, and final position for each section of motion for the body whose motion has been plotted. Then plot the position *vs.* clock reading of the body on the axes at the bottom of the page.
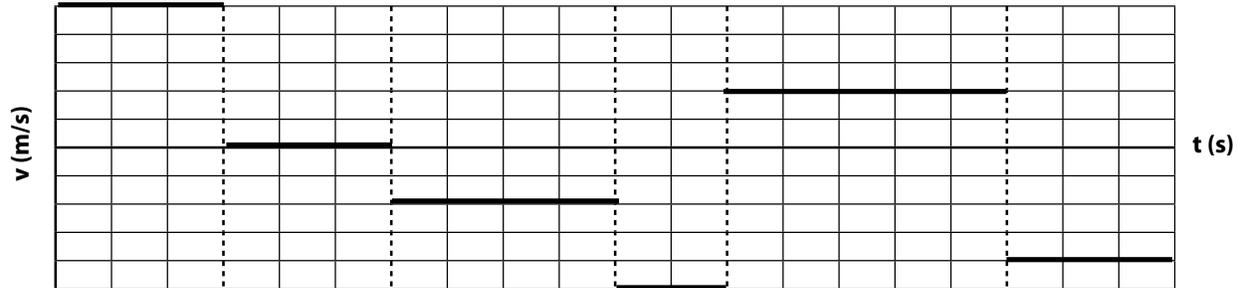
$v=$	$v=$	$v=$	$v=$	$v=$	$v=$
$\Delta t=$	$\Delta t=$	$\Delta t=$	$\Delta t=$	$\Delta t=$	$\Delta t=$
$x_0=0$ m	$x_0=$	$x_0=$	$x_0=$	$x_0=$	$x_0=$
$\Delta x=$	$\Delta x=$	$\Delta x=$	$\Delta x=$	$\Delta x=$	$\Delta x=$
$x=$	$x=$	$x=$	$x=$	$x=$	$x=$
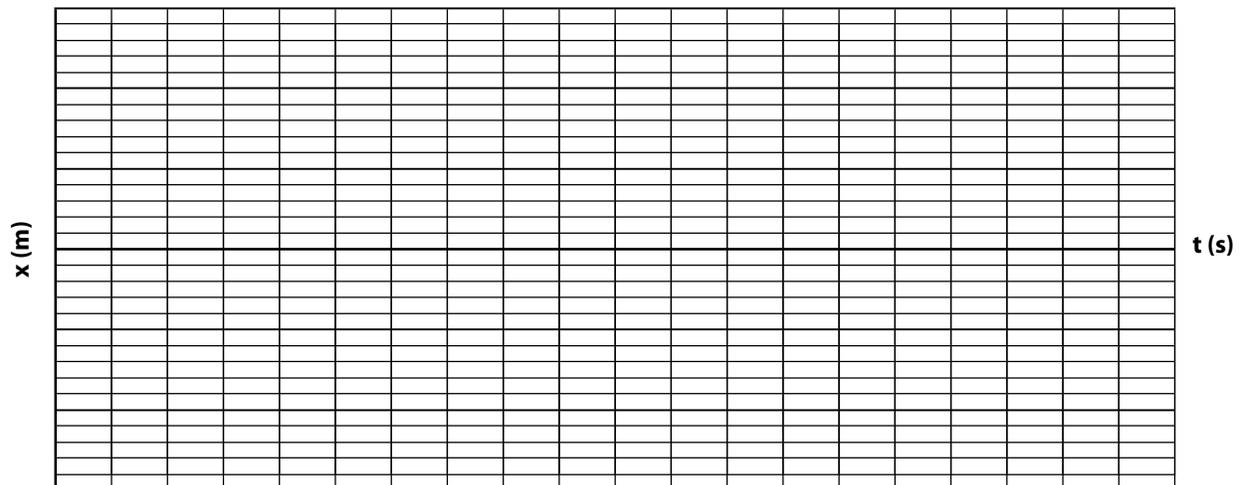
GETTING THE POSITION GRAPH FROM THE VELOCITY GRAPH:
UNIFORM ACCELERATED MOTION

Use the information given on the velocity vs. clock reading graph below to determine the initial velocity, final velocity, interval, initial position, change in position, and final position for each section of motion for the body whose motion has been plotted. Then plot the position vs. clock reading of the body on the axes at the bottom of the page. CAREFUL: That bottom plot is filled with **curves!**
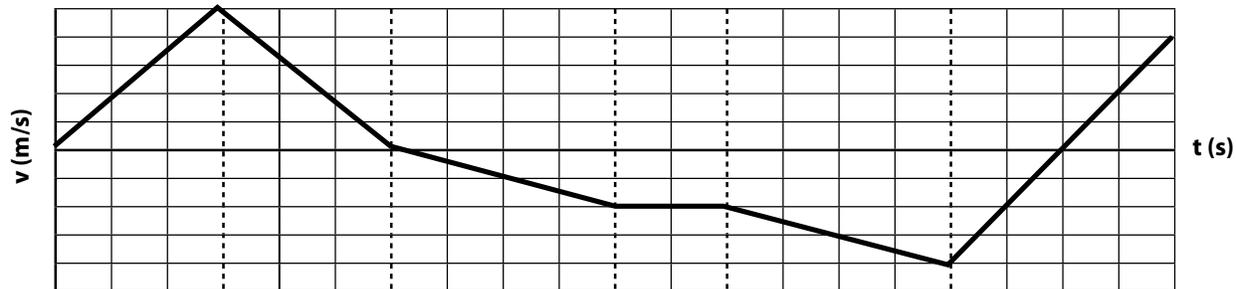
$v_0=$	$v_0=$	$v_0=$	$v_0=$	$v_0=$	$v_0=$
$v=$	$v=$	$v=$	$v=$	$v=$	$v=$
$\Delta t=$	$\Delta t=$	$\Delta t=$	$\Delta t=$	$\Delta t=$	$\Delta t=$
$x_0=0m$	$x_0=$	$x_0=$	$x_0=$	$x_0=$	$x_0=$
$\Delta x=$	$\Delta x=$	$\Delta x=$	$\Delta x=$	$\Delta x=$	$\Delta x=$
$x=$	$x=$	$x=$	$x=$	$x=$	$x=$

db