Motion in 1 direction

Physics – Ch 2

Objectives

- **Describe** motion in terms of frame of reference, displacement, time, and velocity.
- **Calculate** the displacement of an object traveling at a known velocity for a specific time interval.
- **Construct** and **interpret** graphs of position versus time.

1 dimensional motion

- One dimensional motion takes place in ONE dimension
 - North and South
 - Up and Down
 - Forwards and backwards
- Train on the tracks
- To measure motion, you must choose a frame of reference. A frame of reference is a system for specifying the precise location of objects in space and time.

Displacement

- Displacement is the change in position
 - It does NOT have to equal the distance covered
 - Ex. Walk to school
 - Ex. Walk to school and back home

 $\Delta x = x_f - x_i$ displacement = final position – initial position

Positive and Negative Displacements



Practice

	Displacement	Distance
30 m N and 20 m N		
30 m N and 20 m S		
5 m N, 6 m S, 8 m N		

Coordinate system

- Positive directions are..
 - Up
 - North
 - East
 - Right

Ave. Velocity

• Average velocity is the total displacement divided by the time interval during which the displacement occurred.

$$v_{ave} = \frac{\Delta x}{\Delta t} = \frac{x_f - x_i}{t_f - t_i}$$

• This is an AVERAGE! You could be going any velocity during the "trip"

Velocity and Speed

- Velocity describes motion with both a <u>direction</u> and a <u>numerical value</u> (a magnitude).
- **Speed** has no direction, only magnitude.
- Average speed is equal to the total <u>distance</u> <u>traveled</u> divided by the <u>time interval</u>.

 $average \ speed = \frac{distance \ traveled}{change \ in \ time}$

Math

• Watch the Average Velocity Video to see how to complete the math!

Ex.

- Is the following a speed, velocity, or neither?
 - 45 m/s
 - 6.7 cm/h
 - 12 m/s N
 - 15 E
 - 100 km/h NE
 - 56 g/ml

Interpreting Velocity Graphically

 For any <u>position-time graph</u>, we can determine the <u>average velocity</u> by drawing a straight line between any two points on the graph

If the velocity is constant, the graph of position versus time is a straight line. The slope indicates the velocity.
Object 1: positive slope = positive velocity
Object 2: zero slope= zero velocity
Object 3: negative slope = negative



Instantaneous Velocity

• The **instantaneous velocity** is the velocity of an object at some instant or at a specific point in the object's path.

