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## Lesson Outline

## Position and Motion

## A. Describing Position

1. $A(n)$ $\qquad$ is a starting point you choose to describe the location, or position, of an object.
2. $A(n)$ $\qquad$ is an object's distance and direction from a reference point.
3. A complete description of a position includes a distance, a(n) $\qquad$ and a reference point.
4. A good choice for $\mathrm{a}(\mathrm{n})$ $\qquad$ is something that is easy to find.
5. If a reference point changes, the description of an object's
$\qquad$ will also change.
6. Changing a reference point does not change the actual $\qquad$ of an object.
7. When you describe an object's position, you compare its location to a reference $\qquad$ .
8. A reference direction can be described as a(n) $\qquad$ direction. The opposite direction is the $\qquad$ direction.
B. Describing Position in Two Dimensions
9. When you describe position using two directions, you are using two $\qquad$ .
10. Examples of $\qquad$ directions in two dimensions include "north and east" and "right and forward."
11. To find a position in two dimensions, first choose a reference
$\qquad$ Next specify reference $\qquad$ Then determine the $\qquad$ along each reference direction.
C. Describing Changes in Position
12. $\qquad$ is the process of changing position. It is always described relative to $\mathrm{a}(\mathrm{n})$ $\qquad$ .
13. It is possible to move with regard to one $\qquad$ and stay motionless with regard to another $\qquad$
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3. is the length of the path an object moves along.
4. $\qquad$ is the difference between the initial position and the final position of an object.
5. Distance and displacement are equal only if the motion is in one $\qquad$ —.
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## Speed and Velocity

A. What is speed?

1. $\qquad$ is a measure of the distance an object travels per unit of time.
2. Units of speed are units of $\qquad$ divided by units of time. The SI unit for speed is $\qquad$ per second.
3. $\qquad$ is the rate of change of position in which the same distance is traveled each second.
4. $\qquad$ is speed at a specific instant in time.
5. $\qquad$ is the total distance traveled divided by the total time it took to go that distance.
6. The equation for average speed is $v=\frac{d}{t}$, where the symbol $v$ stands for average speed, $d$ stands for total $\qquad$ and $t$ stands for total time.
B. Distance-Time Graphs
7. Graphs that compare distance and time are called $\qquad$ graphs.
8. Constant speed is shown as $a(n)$ $\qquad$ line on a distance-time graph.
9. Distance-time graphs can be used to compare the of two different objects.
10. $\qquad$ lines on distance-time graphs indicate faster speeds.
11. Distance-time graphs can be used to $\qquad$ the average speed of an object. The difference in $\qquad$ between two points is divided by the difference in $\qquad$ between the same points.
12. When the slope of a line on a distance-time graph decreases, it means that the speed of the object is $\qquad$ .
13. A(n) $\qquad$ line on a distance-time graph indicates that the motion has stopped.
14. When the slope of a line on a distance-time graph increases, it means that the speed of the object is $\qquad$ .
15. Even when the speed of an object isn't $\qquad$ its average speed can be calculated from a distance-time graph.
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C. Velocity

1. $\qquad$ is the speed and the direction of a moving object.
2. The velocity of an object can be represented by a(n) $\qquad$ The length of the arrow indicates the $\qquad$ The arrow points in the direction of the object's $\qquad$ .
3. Velocity $\qquad$ when the speed of an object changes, when the direction in which the object is moving changes, or when the speed and the direction change.
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## Lesson Outline

## Acceleration

A. Acceleration-Changes in Velocity

1. $\qquad$ is a measure of the change in velocity during a period of time.
2. An object accelerates when its velocity changes as a result of increasing speed, decreasing speed, or a change of $\qquad$ .
3. Like velocity, acceleration has a direction and can be represented by a(n) $\qquad$ .
4. An acceleration arrow's direction depends on whether the
$\qquad$ increases or decreases.
a. When the velocity of an object is increasing, the acceleration arrow points in the
$\qquad$ direction as the velocity arrows.
b. When the velocity of an object is decreasing, the acceleration arrow points in the
$\qquad$ direction as the velocity arrows.
5. When an object changes direction, the acceleration arrows point to the
$\qquad$ of the curve along which the object is moving.
B. Calculating Acceleration
6. $\qquad$ is a change in velocity during a time interval divided by the time interval during which the velocity changes.
7. If SI units are used in the acceleration equation, then acceleration has units of $\qquad$ _.
8. If acceleration is negative, then it is $\qquad$ the direction of motion.
C. Speed-Time Graphs
9. A(n) $\qquad$ can be used to show how speed changes over time.
10. A speed-time graph has $\qquad$ plotted on the horizontal axis, which is the $x$-axis. $\qquad$ is plotted on the vertical axis, which is the $y$-axis.
11. The speed-time graph for an object at $\qquad$ is a horizontal line at $y=0$.
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4. If an object is moving at $\qquad$ speed, its speed-time graph is a horizontal line above the $x$-axis.
5. The speed-time graph for an object that is speeding up is a line that slants
$\qquad$ toward the right side of the graph.
6. If an object is slowing down, its speed-time graph is a line that slants
$\qquad$ toward the right side of the graph.
7. Speed-time graphs do not show what happens when velocity changes as the result of a change of $\qquad$
D. Summarizing Motion
8. $\qquad$ can be described by one's direction and distance from a reference point.
9. Distance and displacement can be compared to find one's average $\qquad$ —.
10. Speed and direction describe one's $\qquad$
11. If one's velocity is $\qquad$ that person is accelerating.
