

Speed and Acceleration

Measuring motion



Acceleration

Acceleration = speeding up
 Deceleration = slowing down

 Acceleration – the rate at which velocity changes

- Can be an:
 - o Increase in speed
 - o Decrease in speed
 - Change in direction



Types of acceleration

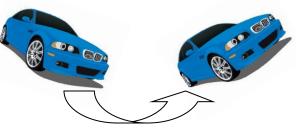
Increasing speed (Accelerating)
 Example: Car speeds up at green light

• Decreasing speed (Decelerating)

• Example: Car slows down at stop light

Changing Direction

Example: Car takes turn (can be at constant speed)



Question

 How can a car be accelerating if its speed is a constant 65 km/h?

 If it is changing directions it is accelerating

- A velocity-time (V-T) graph shows an object's velocity as a function of time.
 - A horizontal line = constant velocity.
 - A straight sloped line = constant acceleration.

Acceleration = change in velocity over time.

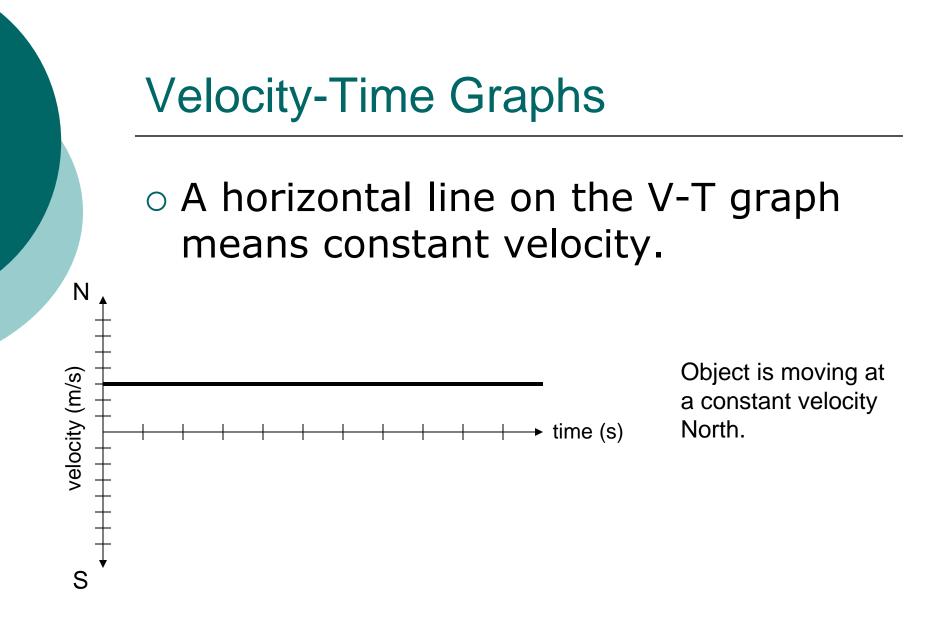
- Positive slope = positive acceleration.
 Not necessarily speeding up!
- Negative slope = negative acceleration.
 Not necessarily slowing down!

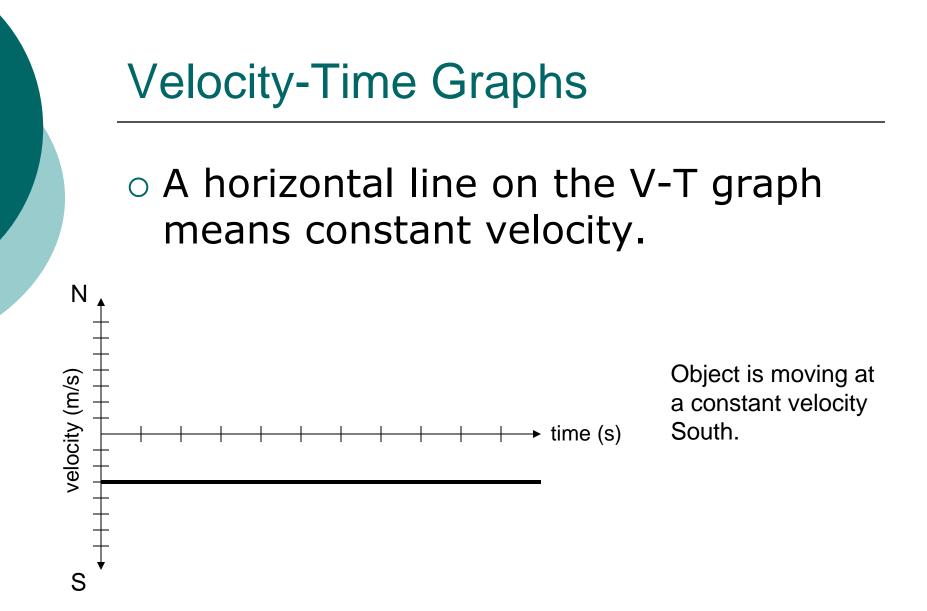
Calculating Acceleration

• If an object is moving in a straight line

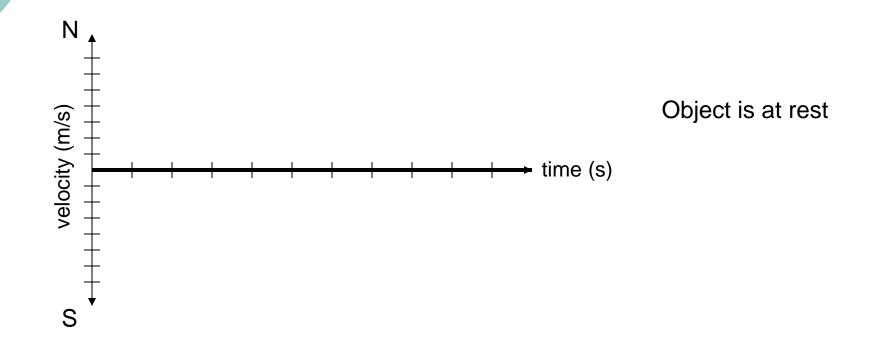
$$Acceleration = \frac{Final_speed-Initial_Speed}{Time}$$

Units of acceleration:
 m/s²

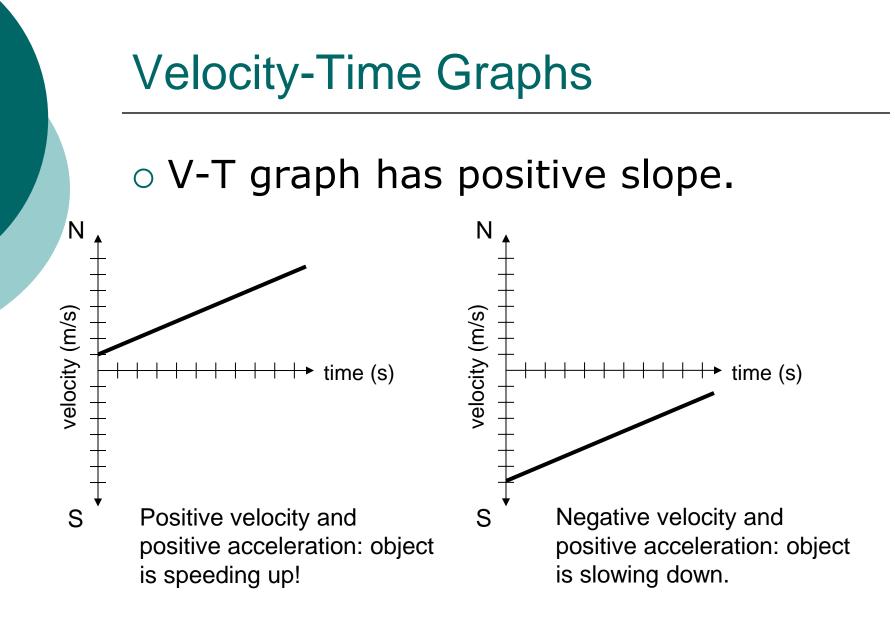




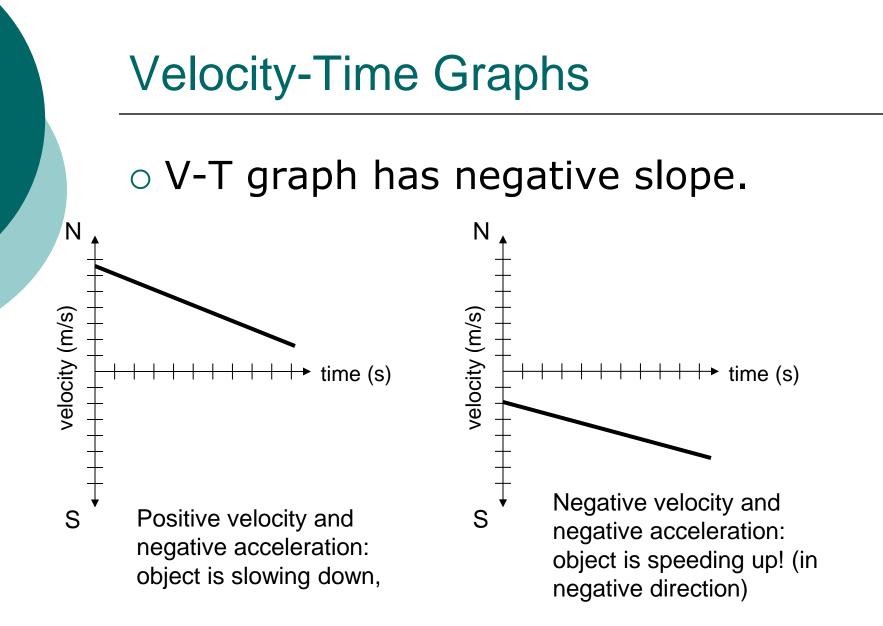
If an object isn't moving, its velocity is zero.



- If the V-T line has a positive slope, the object is undergoing acceleration in positive direction.
 - If v is positive also, object is speeding up.
 - If v is negative, object is slowing down.



- If the V-T line has a negative slope, the object is undergoing acceleration in the negative direction.
 - If v is positive, the object is slowing down.
 - If v is negative also, the object is speeding up.



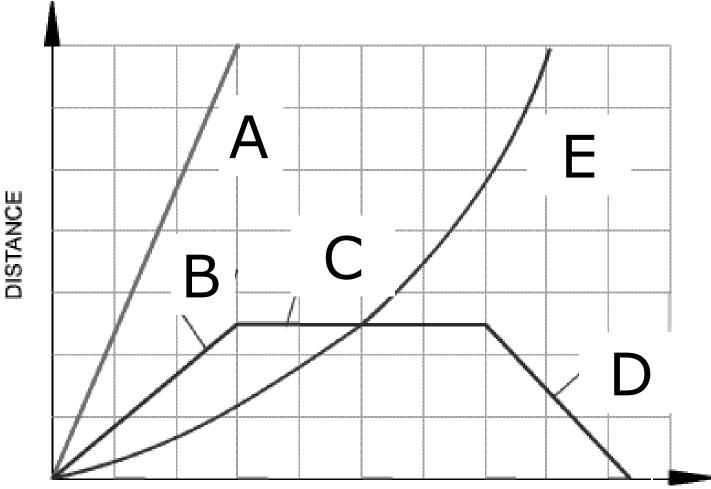


A speed - time graph shows us how the speed of a moving object changes with time.
The steeper the graph, the greater the acceleration.

• A horizontal line means the object is moving at a constant speed.

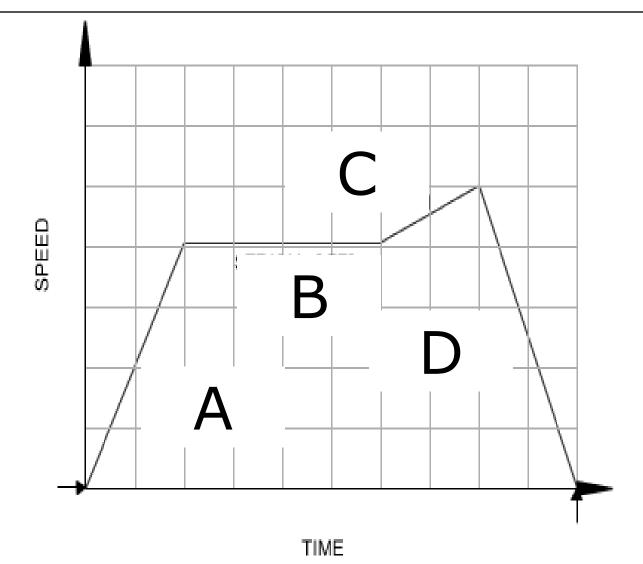
• A downward sloping line means the object is slowing down.

Distance/time graph



TIME

Speed(velocity)/time graph



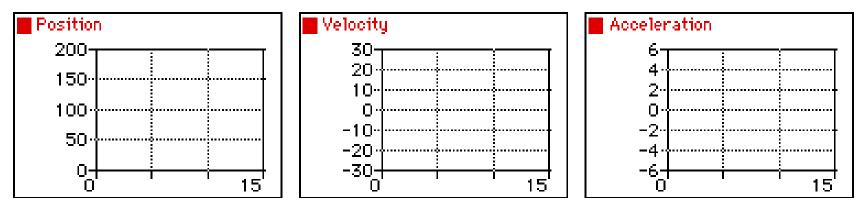
Positive Velocity Positive Acceleration



Position-Time Graph

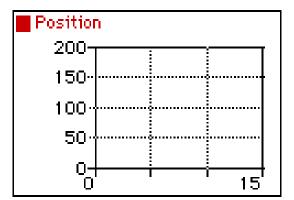


Acceleration-Time Graph

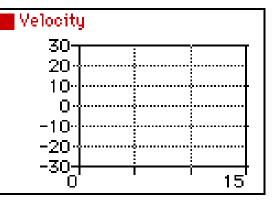


Positive Velocity Negative Acceleration

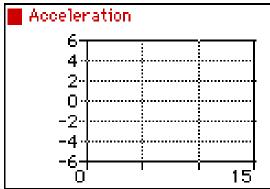




Velocity-Time Graph

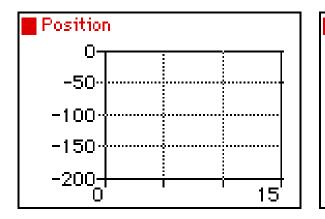




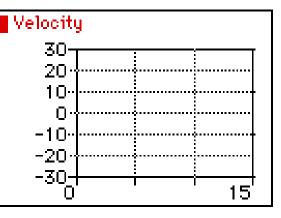


Negative Velocity Negative Acceleration

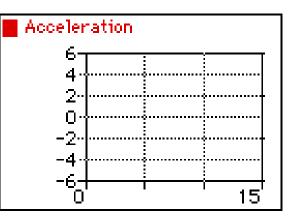




Velocity-Time Graph

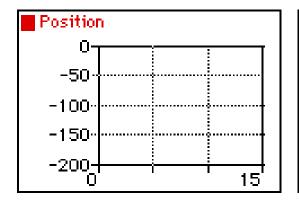


Acceleration-Time Graph

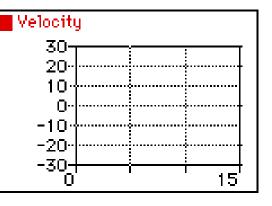


Negative Velocity Positive Acceleration

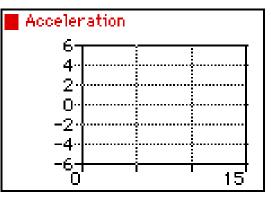




Velocity-Time Graph







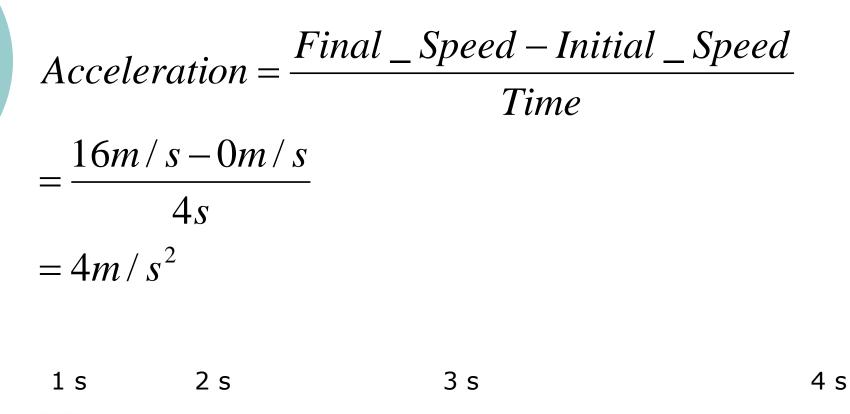
Calculating Acceleration

8 m/s

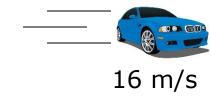
0 s

0 m/s

4 m/s



12 m/s



Question

 A skydiver accelerates from 20 m/s to 40 m/s in 2 seconds. What is the skydiver's average acceleration?

 $Accel = \frac{Final_speed - Initial_speed}{Time}$ $= \frac{40m/s - 20m/s}{2s} = \frac{20m/s}{2s}$ $= 10m/s^{2}$

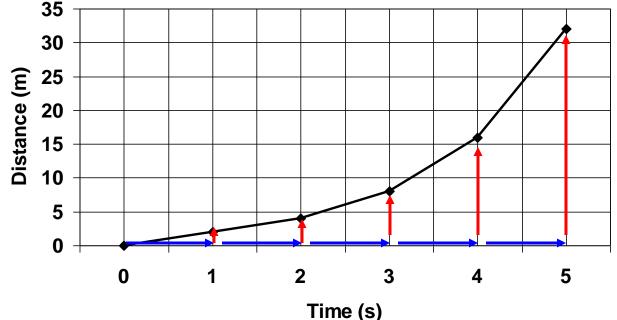
Graphing Acceleration

Can use 2 kinds of graphs

- Speed vs. time
- Distance vs. time

Graphing Acceleration: **Distance** vs. Time Graphs



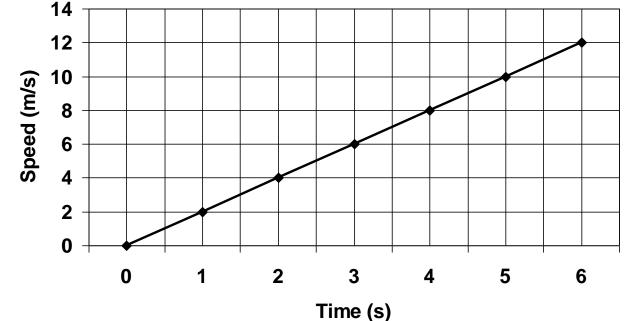


1)On Distance vs. Time graphs a curved line means the object is accelerating.

2)Curved line also means your speed is increasing. Remember slope = speed.

Graphing Acceleration: Speed vs. Time Graphs

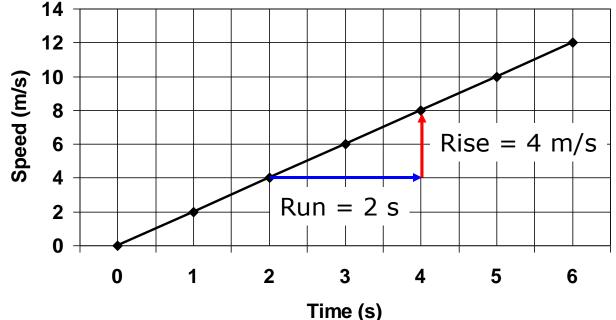




Speed is increasing with time = accelerating
 Line is straight = acceleration is constant

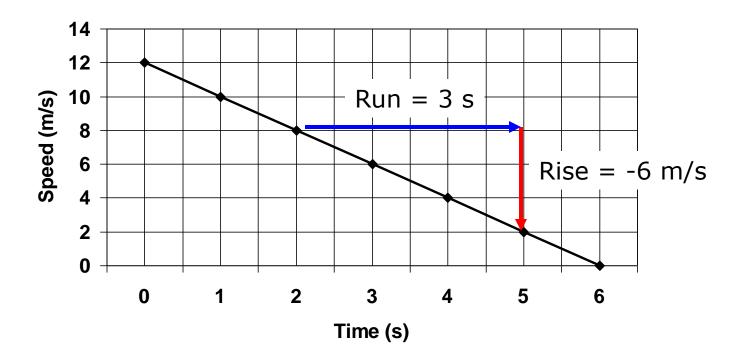
Graphing Acceleration: Speed vs. Time Graphs





1)In Speed vs. Time graphs: Acceleration = Rise/Run = 4 m/s ÷ 2 s = **2 m/s²**

Question



Above is a graph showing the speed of a car over time.

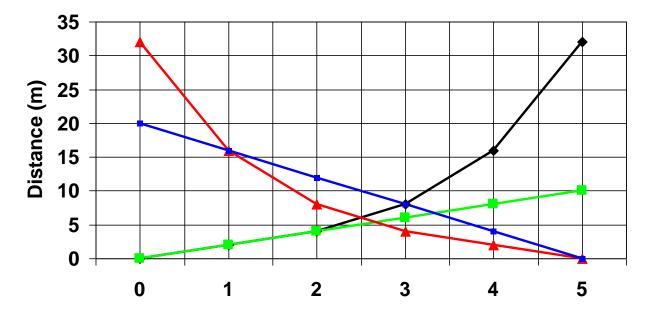
1) How is the speed of the car changing (speeding up, Slowing down, or staying the same)?

2) What is this car's acceleration?

1) The car is slowing down

2) Acceleration = rise/run = $-6m/s \div 3s = -2 m/s^2$

Question:



The **black and red lines** represent a objects that are accelerating. Black is going a greater distance each second, so it must be speeding up. Red is going less each second, so must be slowing down

Remember: in distance vs. time graphs: curved line = accelerating, flat line = constant speed