

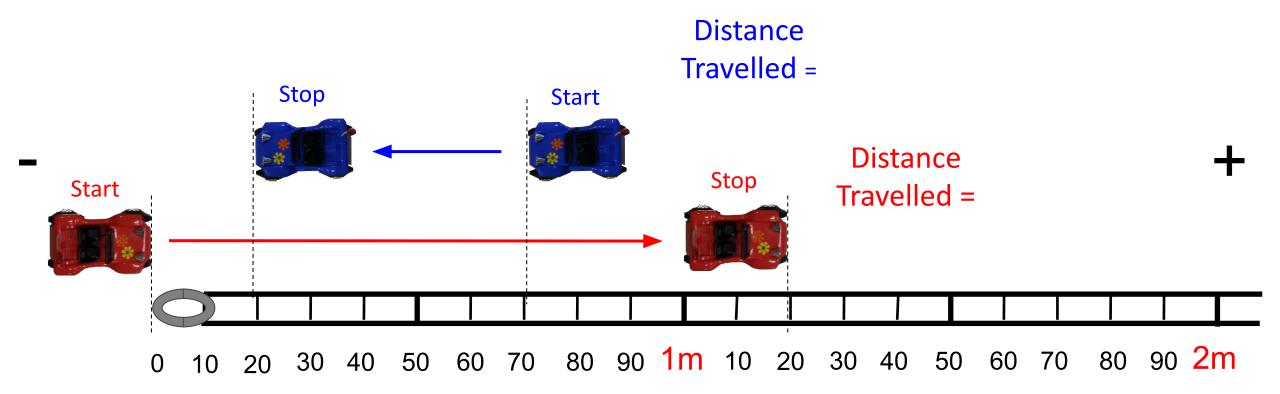
Ioy Car

Pre-lab Discussion

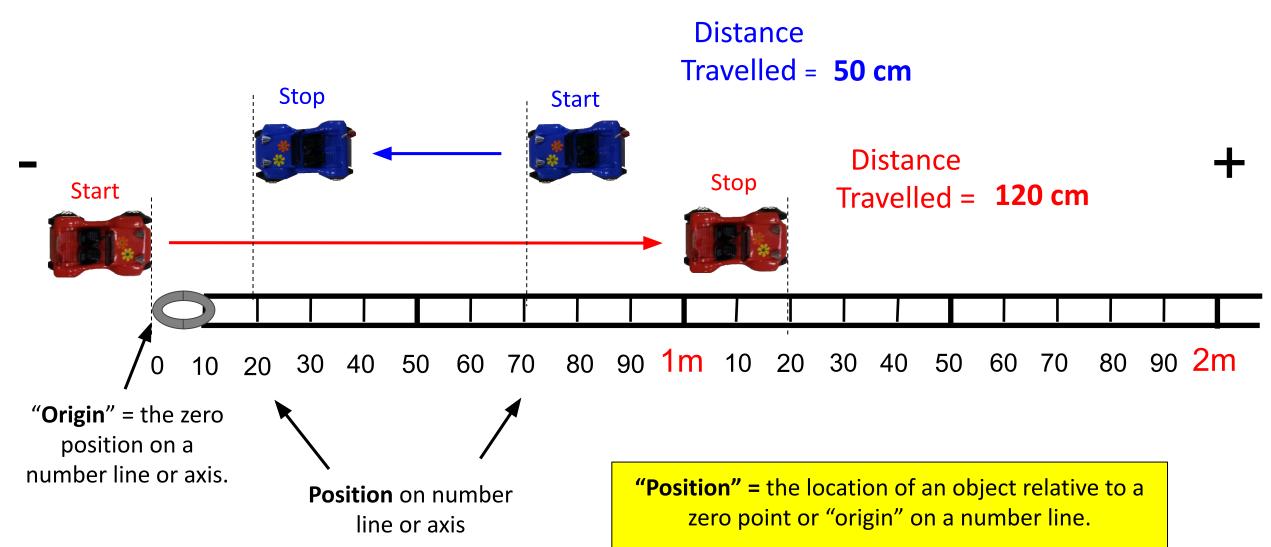


| What did you observe? | What can be directly measured? | What PAIRS of things might be related? |
|-----------------------|--------------------------------|--|
| | | |
| | | |
| | | |
| | | |



















<u>Purpose</u>: To determine the relationship between the position and time of a car moving at a constant speed.

Procedure: (only a SAMPLE, your procedure should be your own!)

- 1. Mark a "0 cm" position on the floor.
- 2. Start the moving car at 0 cm and let it run in a straight line, marking its position with tape or a marker every 1 seconds.
- 3. Collect position and time data for both a red and blue car.

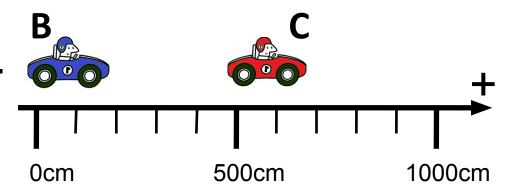
| Data | | |
|-------------------------|----------|--------|
| <u>Data:</u> | Time (s) | x (cm) |
| Independent Variable | 2 | 10 |
| | 4 | 19 |
| | | |

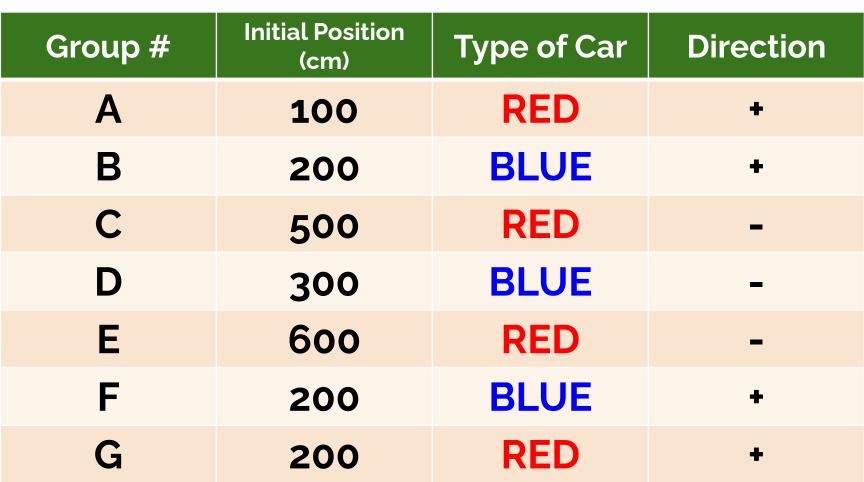
Dependent Variable

Controlled Variables (CONSTANTS):

→ speed, mass, type of surface, incline (flat), etc...

Data Collection Guidelines:







Whiteboard Results





- Sketch your graph (line of best fit, NOT individual data points!) and LABEL each axis!
- What type of relationship does this show?
- Write equation (y = mx + b)
- Be ready to discuss the meaning of slope and y-intercept.



Linear Equation:

$$y = mx + b \rightarrow ?$$

... replace all 4 letters with information from your straight line graph.

Time (s)



Post-Lab Discussion



$$x = \left(-25.9 \frac{cm}{s}\right)t + 92cm$$



Post-Lab Discussion





$$x = \left(-25.9 \frac{cm}{s}\right)t + 92cm$$

"Average Velocity" = speed & direction

 $x = \overline{V}t + x_0$

► Initial "Position"

General Equation

Change in position OR "Displacement".

Greek Letter:

"
$$\frac{delta}{delta}$$
" = Δ = "change in..."

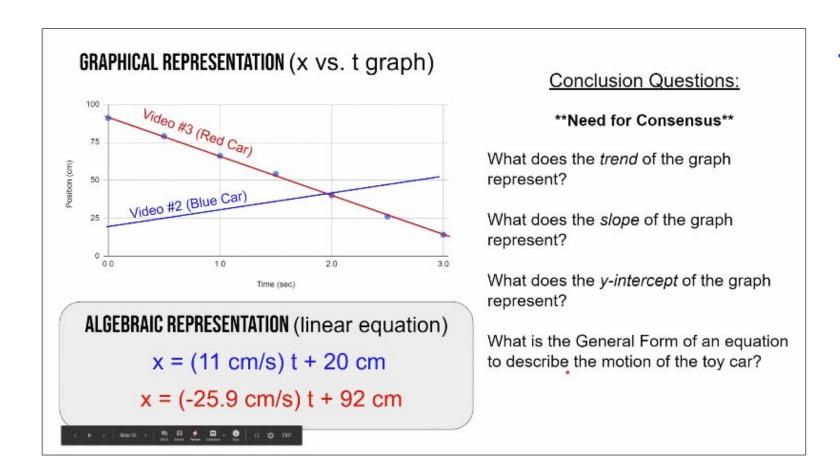
$$x - x_0 = Vt$$

$$\Delta x = \overline{V} \Delta t$$
 OR

$$\overline{V} = \frac{\Delta x}{\Delta t}$$

Conclusion Discussion VIDEO:





Click Me for Video

This video summarizes the consensus we reached about the relationship between the position and time for an object which moves with a constant speed.