

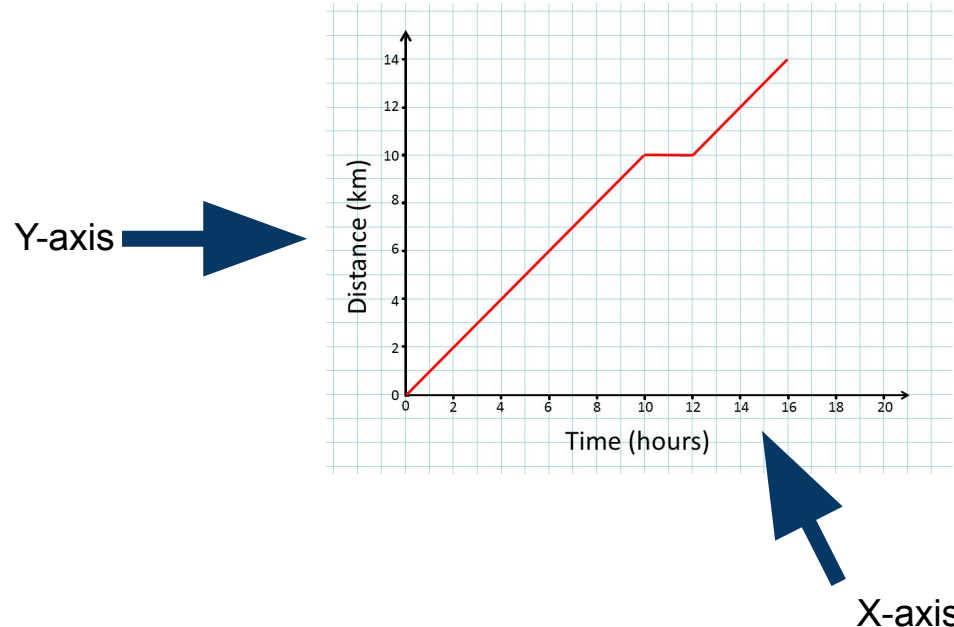
# DISTANCE/TIME GRAPHS

**Ms. Dilworth's 5th Grade**



# DISTANCE-TIME GRAPHS

- A **distance-time graph** shows an object's motion



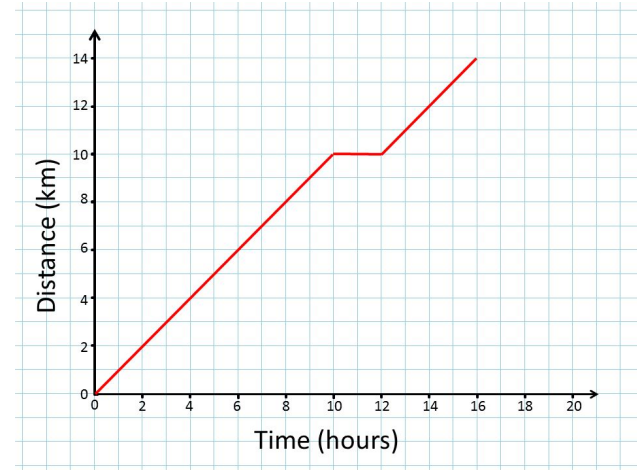
It shows how long it takes an object to travel a certain distance!



# DISTANCE-TIME GRAPHS

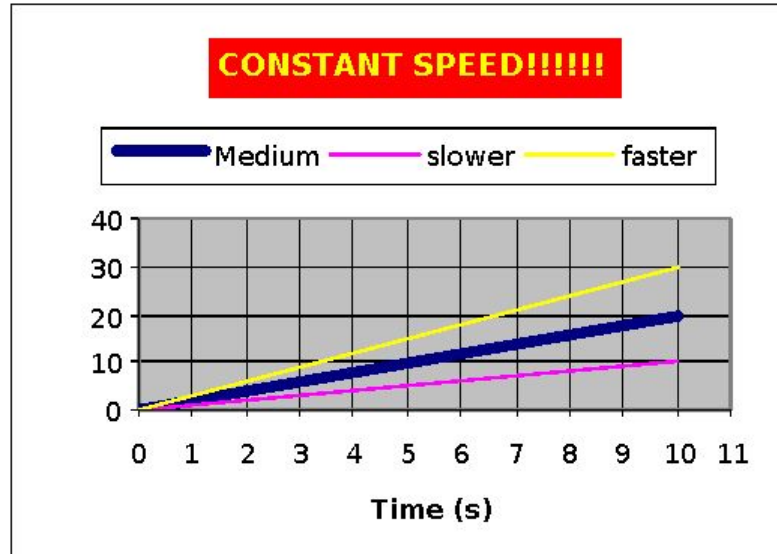
What can you calculate  
using distance and  
time?

**SPEED!**



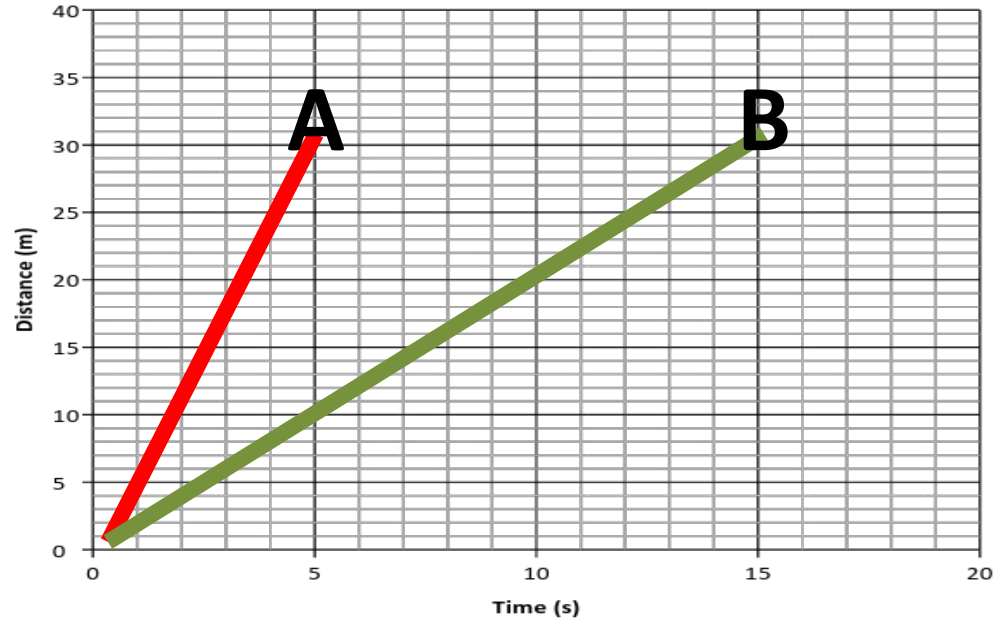


# DISTANCE-TIME GRAPHS



- A **straight line** shows an object moving at a **constant** speed
- The **steeper** the line, the **faster** the object is moving

# Which object is faster?



# DISTANCE-TIME GRAPHS



**CONSTANT SPEED!!!!!!**



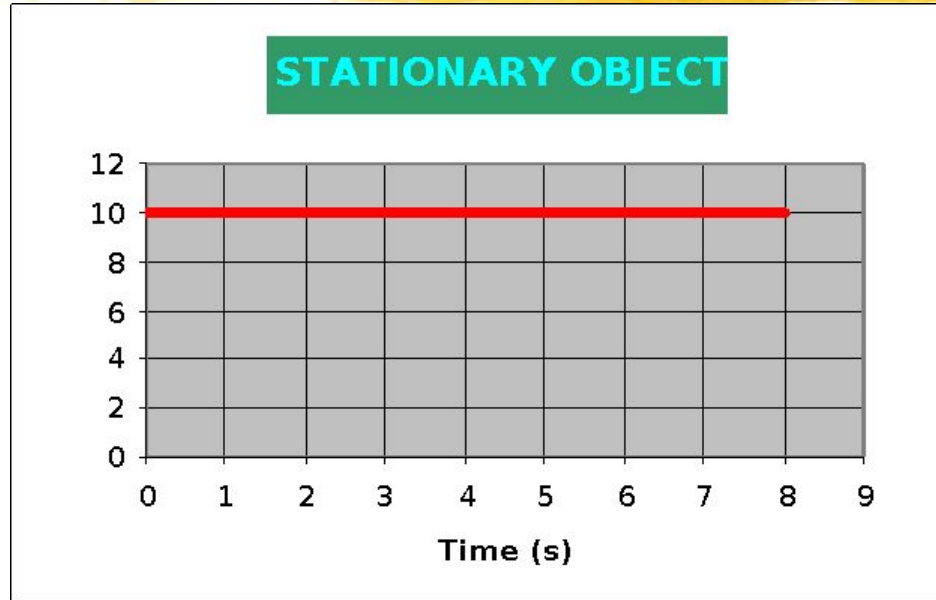
Work out the speed for each object shown in the graph!

Remember:

$$\text{speed} = \text{distance} \div \text{time}$$



# STATIONARY OBJECTS!

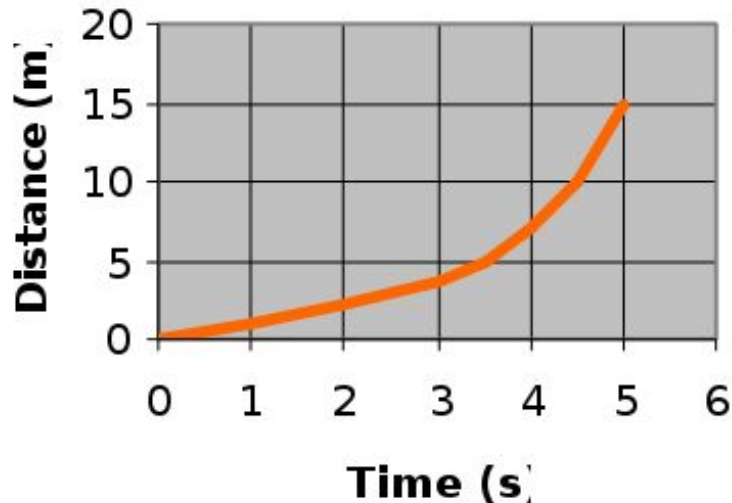


- A flat, **horizontal** line shows a **stationary object**
- This means the object is NOT moving.
- Time keeps moving, distance stays the same



# ACCELERATING OBJECTS

## ACCELERATION



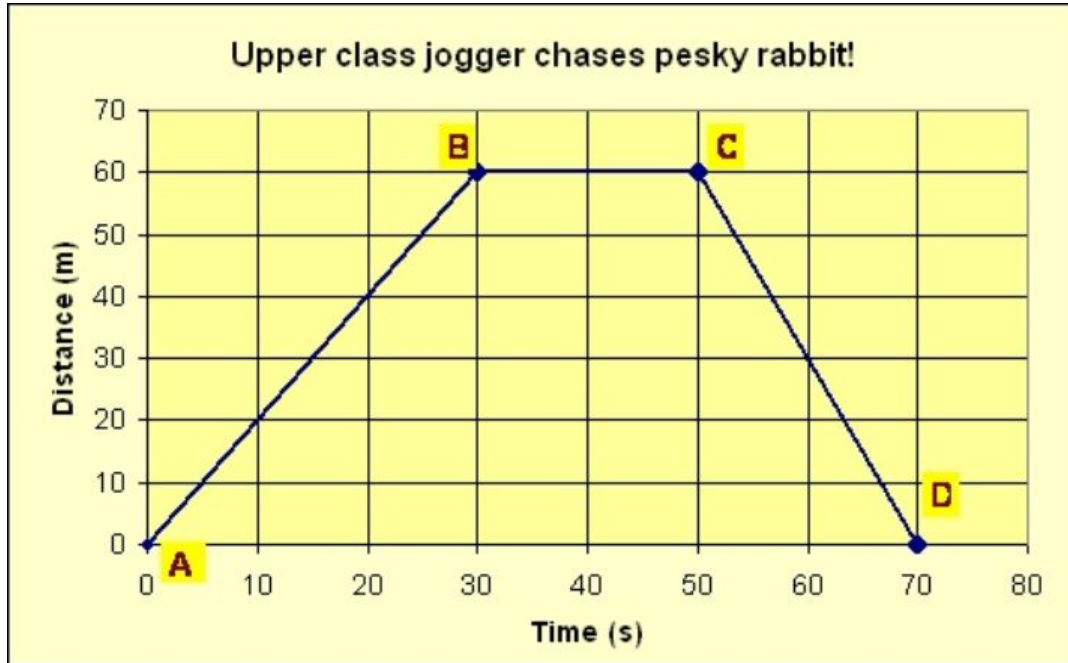
- **Curved** lines show if an object is **accelerating** or **decelerating**!
- The **steeper** the line gets the **faster** the object is moving!





# Changing Direction

What is happening between C and D?



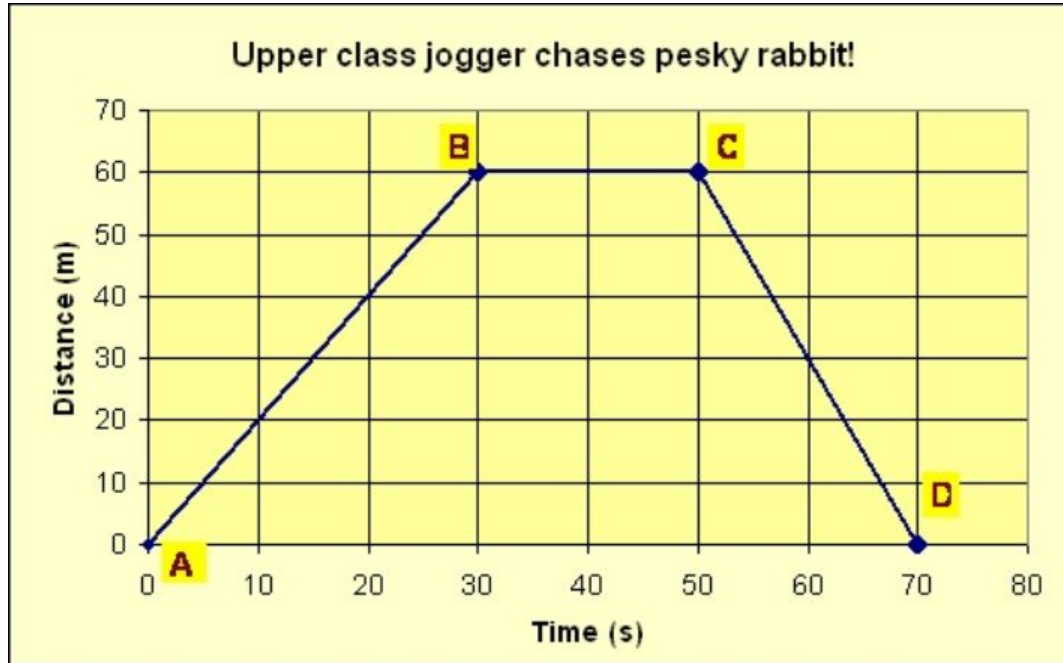
The line is sloping **DOWN**.

This means that the objects **changed direction** and it is heading back to the starting point.



# A JOGGING GRAPH!

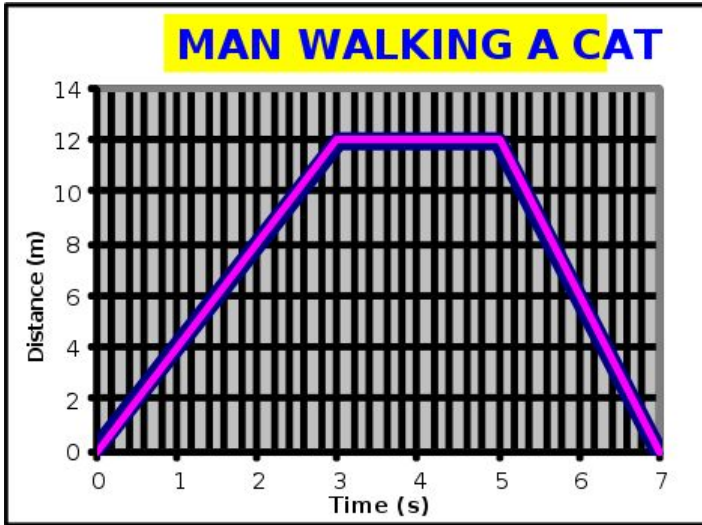
Describe the **motion** of the jogger in each section of the graph!





# GRAPH QUESTIONS

MAN WALKING A CAT

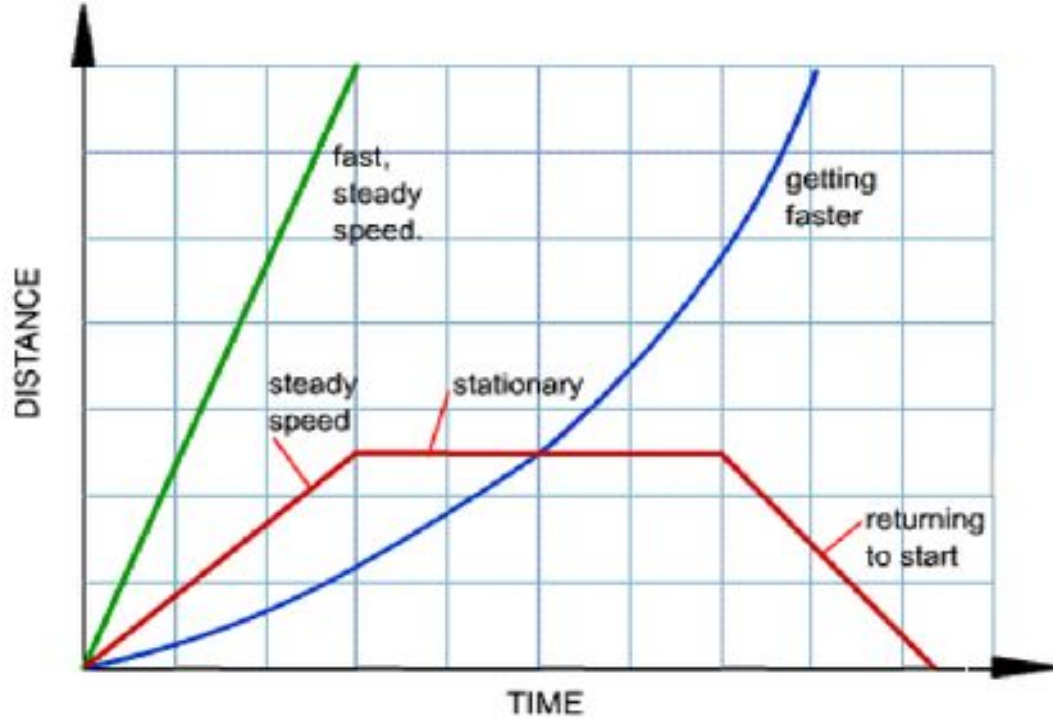


- 1. What is the **speed** of the man during the first **three** seconds?
- 2. What is the man doing **between 3 and 5** seconds?
- 3. Calculate the **speed** of the man between 5 and 7 seconds.
- 4. What is the **total distance** that he has moved?



# Distance-Time Extras

- Draw a distance-time graph showing your journey to school.
- Try to include different gradients to show different speeds. Remember – steep slope is fast, gentle slope slow!!



- **STRAIGHT LINE = CONSTANT SPEED**
  - *THE STEEPER THE LINE, THE FASTER THE MOTION!!!*
- **FLAT LINE = STOPPED/STATIONARY/NOT MOVING**
- **CURVED LINE = ACCELERATING/CHANGING SPEED**
- **SLOPED DOWN=GOING BACK TO START (CHANGING DIRECTION)**