

# Motion

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Physical Science  
Module 2

## Motion

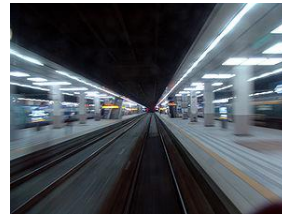
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- **Motion described by**
  - Speed (rate)
  - Velocity
    - Speed & direction
  - Acceleration
  - Distance/Displacement
    - How far it moved
- **Types of motion**
  - Accelerated motion
  - Irregular motion
  - Uniform (constant motion)



# Motion

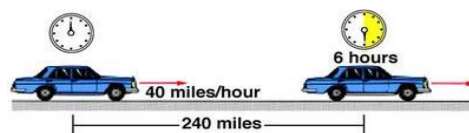
- **Motion**
  - A change in position relative to a *point of reference*
  - An object is in motion when its distance from another object is changing
  
- **Reference point**
  - Any object used to detect motion
  - A reference point is a place or object used for comparison to determine if something is in motion
  - All reference points must be stationary
  
- **Speed (Rate)**
  - Any change over time
    - Amount of rain per hour (inches/hr)
    - Amount of sleep each night (hrs/night)
    - Amount of distance covered in an hour (miles/hr)



# Speed

- **Speed**
  - The rate at which something moves a given distance.
  - Faster speeds = greater distances
  
- **General formula for speed:**
  - Speed = distance / time
  - Abbreviations commonly used:  
 $d = \text{distance}$     $t = \text{time}$     $v = \text{speed}$ 
    - SI units, meters/second (m/s)

$$s = d/t$$



## Speed vs. Velocity

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- **Speed** – how fast an object is moving
  - described by a *Magnitude* alone
  - Example: car moving 25 miles/hour
  
- **Velocity** – how fast an object is moving in a given direction
  - described by both a *Magnitude* and *Direction*
  - Example: Car moving 25 miles/hour to the north

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**Speed**       $s = \left( \frac{d}{t} \right)$

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**Speed**

**Soln:**

Given:

D= 100 miles

Time = 2.5 hours

S =?

**Distance**

**Soln:**

Given:

D= ?

Time = 6 hours

S =30 miles/hr

**Time**

**Soln:**

Given:

D= 100 miles

Time = ?

s=40 miles/hr



## 3 common types of speed

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- **Average speed**
  - Total distance divided by total time
  - Example: Speed you drive from home to school
  
- **Instantaneous speed**
  - The speed on an object at any given moment
  - Example: speed indicated on speedometer
  
- **Constant speed**
  - The speed of the object does not change
  - Example: Speed of a train traveling without stops

