**Velocity vs Time**

**Front page**

Give book title

Draw quadrant

Label x (units) and y axis (units)

**Pg. 1**

Title page no “No motion”

Draw a graph to represent the title.

Label x (units) and y axis (units)

**Pg. 2**

What happens when an object goes in the opposite direction? (Title)

Draw quadrants

Show how the object will move on the graph.

Label x (units) and y axis (units)

**Pg. 3**

Constant Velocity (positive)

Show how the object will move on the graph.

Label x (units) and y axis (units)

**Pg. 4**

Constant Velocity (negative)

Show how the object will move on the graph.

Label x (units) and y axis (units)

**Pg. 5**

Speeding up (Positive Velocity)

Show how the object will move on the graph.

Label x (units) and y axis (units)

**Pg. 6**

Speeding up (Negative Velocity)

Show how the object will move on the graph.

Label x (units) and y axis (units)

**Pg. 7**

Slowing Down (Positive Velocity)

Show how the object will move on the graph.

Label x (units) and y axis (units)

**Pg. 8**

Slowing Down (Negative Velocity)

Show how the object will move on the graph.

Label x (units) and y axis (units)

**Pg. 9**

Formula for Velocity

**Pg. 10**

Formula for Acceleration

**Pg. 11**

Story time Ex. 1

Draw an example graph and write the story line to match.

**Pg. 12**

Story time Ex. 2

Draw an example graph and write the story line to match.

**Pg. 13**

Story time Ex. 3

Draw an example graph and write the story line to match.

**Pg. 14**

Story time Ex. 4

Draw an example graph and write the story line to match.