# 1D Motion

By Walter and Ian

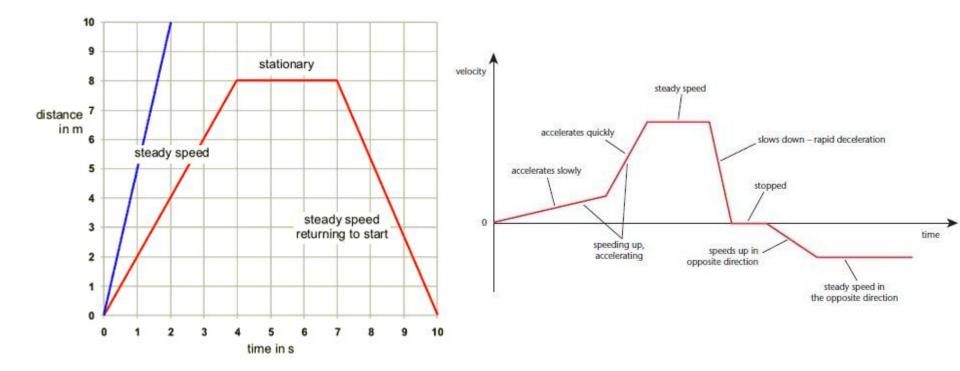
## A Quick Summary

- 1D Motion: Motion in one dimension (up, down, left, and right).
- Velocity and displacement (same as distance except can be used for forward and backward motions) equations are very commonly used in this type of motion
- Very easy to calculate if you know the formulas!

#### **Tips and Tricks**

- If your distance has a negative number, think of the object going backwards
- If you want to find the final velocity of an object and its initial velocity is 0, just use vf = a\*t (normal equation is vf = vi + a\*t, but vi = 0 in this case).

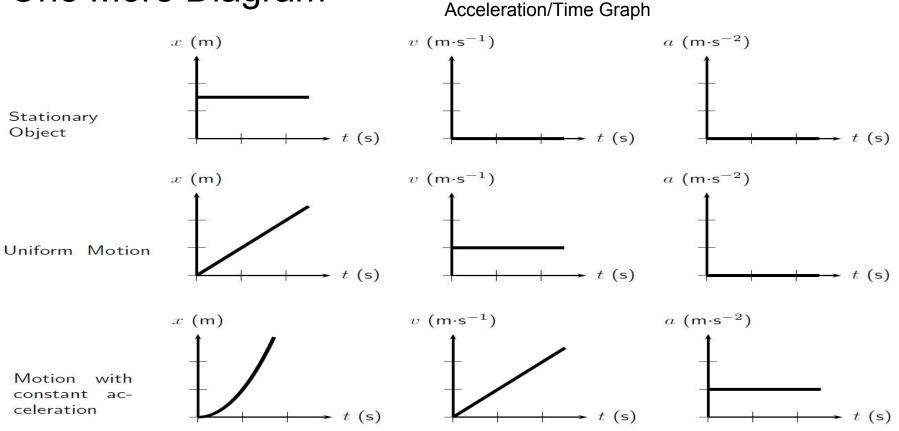
## Diagrams



Distance/Time Graph

Velocity/Time Graph

#### **One More Diagram**



## FORMULAS

#### • The Variables

- D = distance (meters [m])
- t = Time (seconds [sec])
- vi = Initial Velocity (m/sec)
- vf = Final Velocity (m/sec)
- v = Velocity (m/sec)
- a = Acceleration (m/sec^2)
- Displacement Formulas
  - o d = vi + .5\*a\*t^2
  - d = v\*t
  - $\circ$  d = .5(vi + vf)t
  - o d = .5\*a\*t^2
- Velocity Formulas
  - vf = vi + a\*t
  - $\circ$  v = d/t

#### 2 Examples

- 1. A cute kitten, prancing at 5 m/s, accelerates at 1 m/s<sup>2</sup> for 5 seconds. What is its final velocity after the 5 seconds?
  - a. Variables
    - i. Vf = ?
    - ii. Vi = 5 m/s
    - iii. t = 5 seconds
    - iv.  $a = 1 \text{ m/s}^2$
  - b.  $vf = vi + a^*t$ 
    - i. vf = 5 + 1\*5
    - ii. vf = 10 m/s
- 2. In meters, what was its displacement (using the same initial velocity, final velocity, and time)?
  - a. Variables
    - i. Vi = 5 m/s
    - ii. Vf = 10 m/s
    - iii. t = 5 sec
  - b. d = .5(vi + vf)t
    - i. d = .5(5 + 10)5
    - ii. d = 37.5 m

#### **3 Practice Problems**

- A cute puppy, skipping at 10 m/s, accelerates at 3 m/s<sup>2</sup> for 1 minute. What is its final velocity after the minute?
- In meters, what was its displacement?
- A reindeer is falling straight down a house 5 meters. What was its displacement?