Speed, Velocity and Acceleration

Typical Speeds

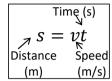
- Walking = 1.5 m/s
- Running = 3 m/s
- Cycling = 6 m/s
- -Car = 25 m/s

Acceleration

- Train = 55 m/s
- Plane = 250 m/s

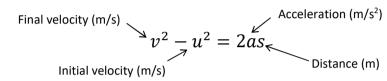
Speed is how fast something is going without reference to a direction. It is a scalar quantity.

Velocity is a speed in a given direction. It is a vector.



Uniform Acceleration

This can happen due to gravity acting on an object in free fall.



eg. If a car travelling at 24m/s decelerates uniformly at 2m/s² as it enters a housing estate 120m away, what will its speed be as it reaches the housing estate?

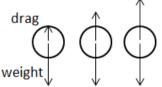
1. Rearrange the equation:
$$v^2 = u^2 + 2as$$

2. Put in numbers and calculate v²:
$$v^2 = 24^2 + (2 x - 2 x 120) = 96$$

3. Find the square rout to give v:
$$v = \sqrt{96} = 9.8m/s$$

Terminal Velocity

The maximum speed an object will fall at through a fluid (liquid or gas).



Speed increases so frictional force (drag) increases.

Acceleration is reduced until the drag is equal to the weight.

Terminal velocity is reached.

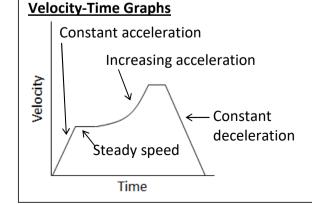
The **shape**, and **surface area** will affect terminal velocity. A larger surface area will increase air resistance so decrease terminal velocity.

Decelerating Stopped Accelerating Steady speed Steeper line = faster speed Time

How quickly something is speeding up.

Deceleration is negative acceleration.

Acceleration (m/s²) $a = \frac{\Delta v}{a}$ (Change in velocity (m/s)



The **acceleration** is the **gradient** of the line ($\Delta v \div t$). To work out the **distance** travelled, find the **area** under the line.

