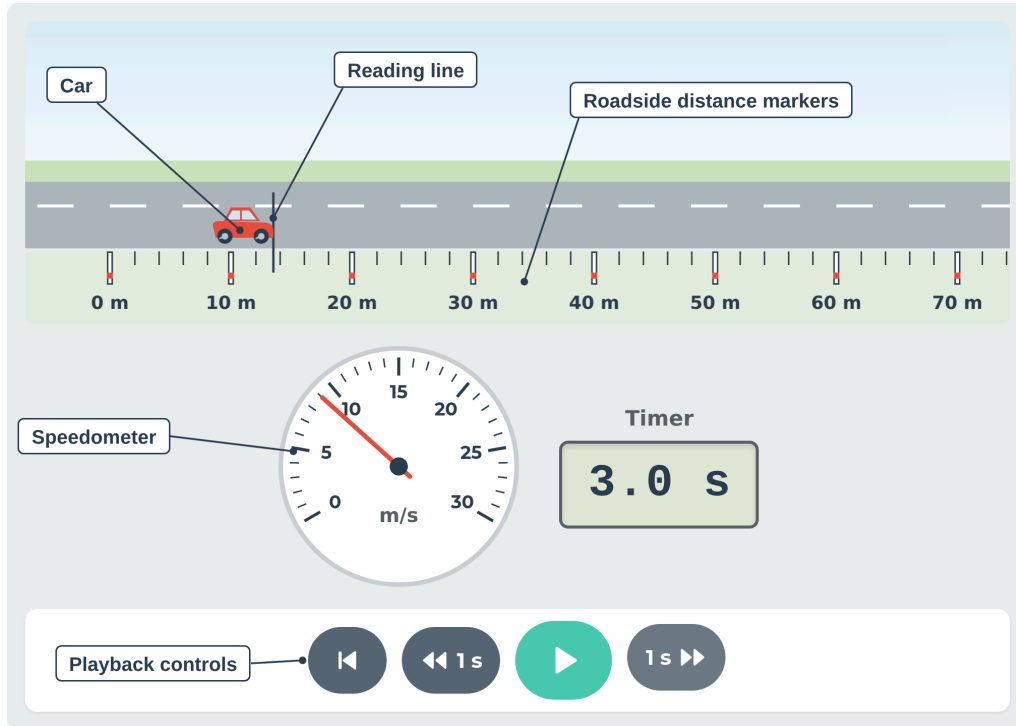


Reading a Velocity-Time Graph

Speed, Time and Distance Travelled

Aim:

You are investigating whether the gradient of a velocity-time graph shows how quickly the speed changes, and whether the area under the graph shows the distance travelled.



Method:

1. Choose a journey. Press **Play** and watch the whole journey once without pausing.
2. Go back to the start. Use **Play** and **Pause**, or step **1 s** forward or back, to stop the car at different times.
3. Each time you stop, read the **timer** and the **speedometer**. Record both in your results table.
4. Take readings at least every 2 s, and at every point where the needle changes behaviour.
5. Keep taking readings until the car stops at the end of the journey.

Results:

Journey	Time / s	Speed / m/s

Graph:

Plot a velocity-time graph of your results for each journey on graph paper. Plot **Time (s)** on the horizontal axis and **Speed (m/s)** on the vertical axis. Choose scales so the whole journey fills most of the grid. Draw a line through your points.