

Define speed, velocity, momentum, and acceleration.



**SPEED**

**VELOCITY**

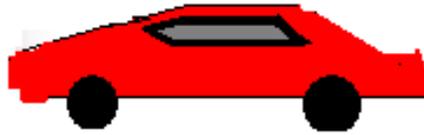
**MOMENTUM**

**ACCELERATION**

Define speed, velocity, momentum, and acceleration.

*Use a toy car to compare speed, velocity, momentum, and acceleration.*

*Make up word problems with the speed of a car.*



*Discuss the velocity if a car went 50 mph in one direction for 2 hours, then turned back for 30 minutes. Compare speed and velocity. Think of an airplane that travels in 3-dimensions.*

## SPEED

Amount of distance in a given time

**Rate =  $\frac{\text{distance}}{\text{time}}$**   
 $r = d/t$

"60 mph"

## VELOCITY

Speed in a specific direction

"North at 15 mph "

## MOMENTUM

Power of a moving object to keep moving

**Mass X Velocity**

## ACCELERATION

The change in speed over time

Measured in meters per second per second

Change in speed  
 Time.....

"6 m/s/s"

*What would cause more damage - a small car or a large truck going 25 mph that hit a building? Discuss momentum and the formula to calculate it.*

*Example: Your toy car is going 5 meters per second for 2 seconds, then 10 meters per second for 2 seconds, then 15 meters per second for two seconds. What is the acceleration?*

### F&M - 6 Information Pieces

Amount of distance in a given time F&M-6	"60 mph" F&M-6
Speed in a specific direction F&M-6	"North at 15 mph" F&M-6
Power of a moving object to keep moving F&M-6	<b>Mass X Velocity</b> F&M-6
The change in speed over time F&M-6	<b><u>Change in speed</u></b> <b>Time</b> F&M-6
<b>Rate = <u>distance</u></b> <b>time</b> F&M-6	Measured in meters per second per second F&M-6
<b>r= d/t</b> F&M-6	"6 m/s/s" F&M-6

*To Make Your MatchCard more durable:*

1. *Put the student MatchCard and instructor MatchCard back to back in a clear plastic page protector.*
2. *Laminate the information pieces. Or you can make them sturdier by covering the paper with transparent tape prior to cutting the pieces out.*
3. *For more ideas on how to use the MatchCards, and for keeping a notebook for review, see the Instructor's Guide.*