

Friday, February 22, 2019

Your Learning Goal: After students learn the meaning of vectors and velocities, they will solve velocity problems with 100% accuracy.

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Velocity & Vectors- 35L + R

- Catalyst (35L): Compare and contrast speed and velocity by doing a “Double Bubble” map or Venn Diagram.



Homework:
Velocity & Vectors HW



Agenda:

1. Catalyst
2. Velocity/Vectors
3. Racing Vector Game

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2/22/19

Catalyst:

Compare and contrast speed and velocity by doing a “Double Bubble” map or Venn Diagram.

Velocity & Vectors

35L

35R

Speed

Solved using the *equation*:

$$\text{speed} = \text{distance}/\text{time}$$



Velocity

* **Velocity** is the **speed** of an object and the **direction** that the object is traveling.

* **Speed** = 1.5 m/s

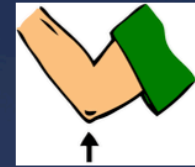


* **Velocity** = 1.5 m/s north



How do we change velocity?

There are 3 ways to change **velocity**. Turn to your elbow partner. What do you think the 3 ways are?



Hint: Think about what makes up **velocity!**



Velocity changes when...

- * Speed changes (Speeds up or slows down)
- * Direction changes
- * Both speed and direction change

Catalyst:

Compare and contrast speed and velocity by doing a “Double Bubble” map or Venn Diagram.

35L

2/21/19

Velocity & Vectors

Velocity changes when:

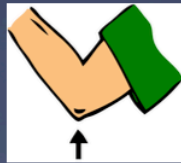
1. Speed Changes
2. Direction Changes
3. Both (speed & direction change)

Velocity: Velocity is the speed of an object AND the direction that the object is traveling.

35R

A vector is. . .

- * A measurement that has **direction**.
- * **Vectors** are represented by an arrow!



Now turn to your elbow partner. Which is a vector – **velocity** or **speed**??

Catalyst:

Compare and contrast speed and velocity by doing a “Double Bubble” map or Venn Diagram.

35L

2/21/19

Velocity & Vectors

Velocity changes when:

1. Speed Changes
2. Direction Changes
3. Both (speed & direction change)

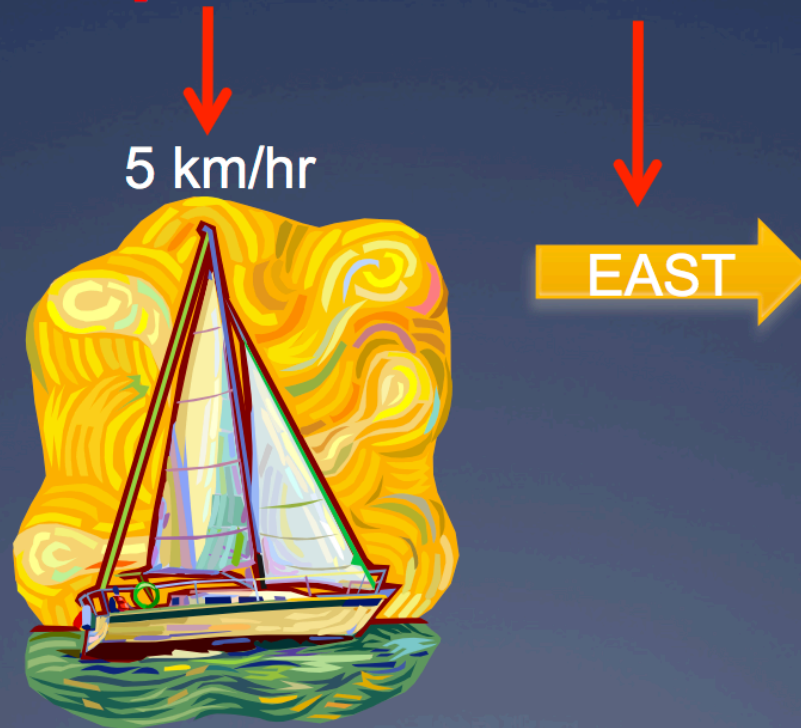
Velocity: Velocity is the speed of an object AND the direction that the object is traveling.

Vector: A measurement that has direction & magnitude. Vectors are represented by an arrow!

35R

Velocity is a vector
because. . .

It measures **speed** AND **DIRECTION**.



Catalyst:

Compare and contrast speed and velocity by doing a “Double Bubble” map or Venn Diagram.

35L

2/21/19

Velocity & Vectors

Velocity changes when:

1. Speed Changes
2. Direction Changes
3. Both (speed & direction change)

Velocity: Velocity is the speed of an object AND the direction that the object is traveling.

Vector: A measurement that has direction. Vectors are represented by an arrow!

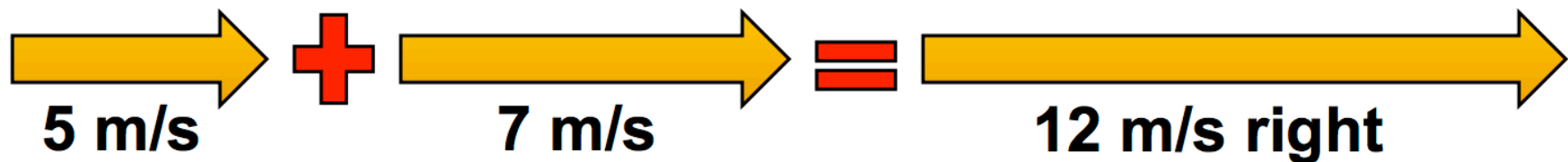
Velocity is a vector. It has BOTH a speed AND a direction

35R

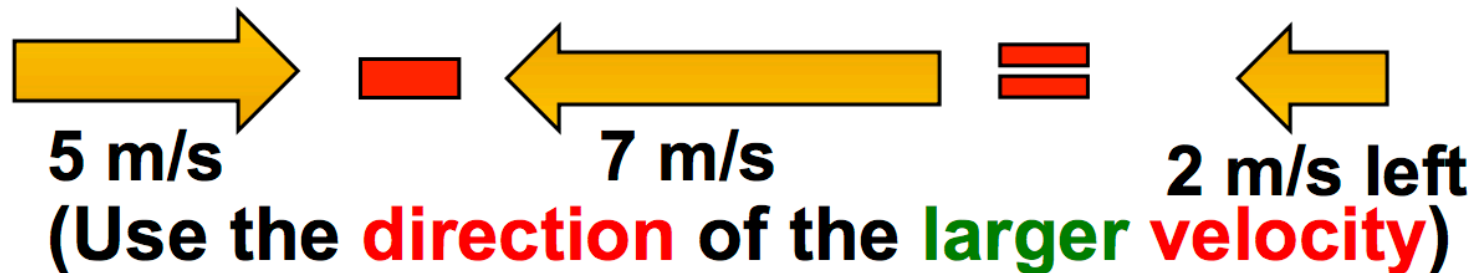
You Can Add or Subtract

* Depending on the **direction** they are going, **vectors** can add together or cancel each other out (on the same object).

* **Same Direction = Add together**



* **Opposite Direction = Subtract them**



Catalyst:

Compare and contrast speed and velocity by doing a “Double Bubble” map or Venn Diagram.

35L

2/21/19

Velocity & Vectors

Velocity changes when:

1. Speed Changes
2. Direction Changes
3. Both (speed & direction change)

Velocity: Velocity is the speed of an object AND the direction that the object is traveling.

Vector: A measurement that has direction. Vectors are represented by an arrow!

Velocity is a vector. It has BOTH a speed AND a direction

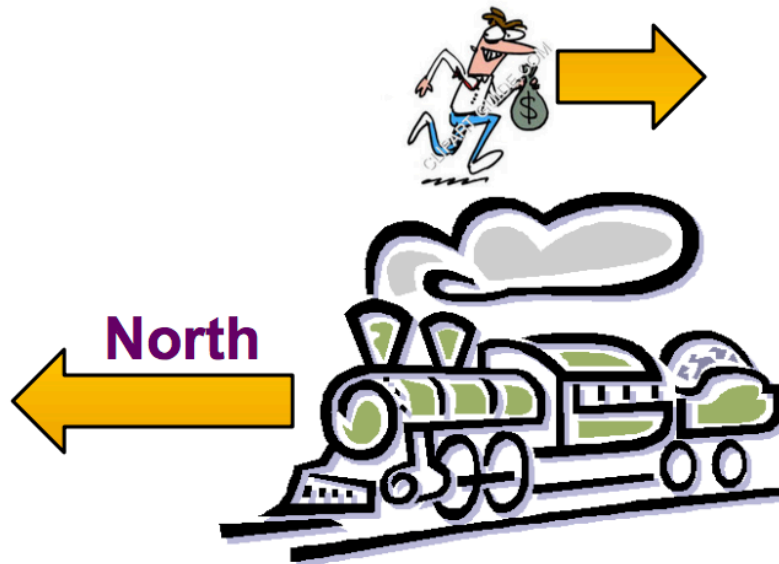
Vectors may add together or cancel out (on the same object).

- Same Direction = Add
- Opposite Direction = Subtract (Use the direction of the larger velocity)

35R

Example

A train robber is running on top of a train **south** at **5 m/s**. The train is going **north** at **10 m/s**. What is the train robber's velocity?



A Little Practice!



1. The Goodyear Blimp is traveling **east** towards the Rose Bowl at **20 km/hr**. The wind is also blowing **east** at **5 km/hr**. What is the total **velocity** of the blimp?



2. A group on a raft is trying to paddle back up the river. If the people are paddling **upstream** at **7 km/hr** and the river is flowing **downstream** at **5 km/hr** what is the **velocity** of the raft?



3. A student is riding **south** on his bike **500 meters** to his house. If it takes him **10 minutes** what was his **velocity**?

35 L

Just a couple of more practice problems...

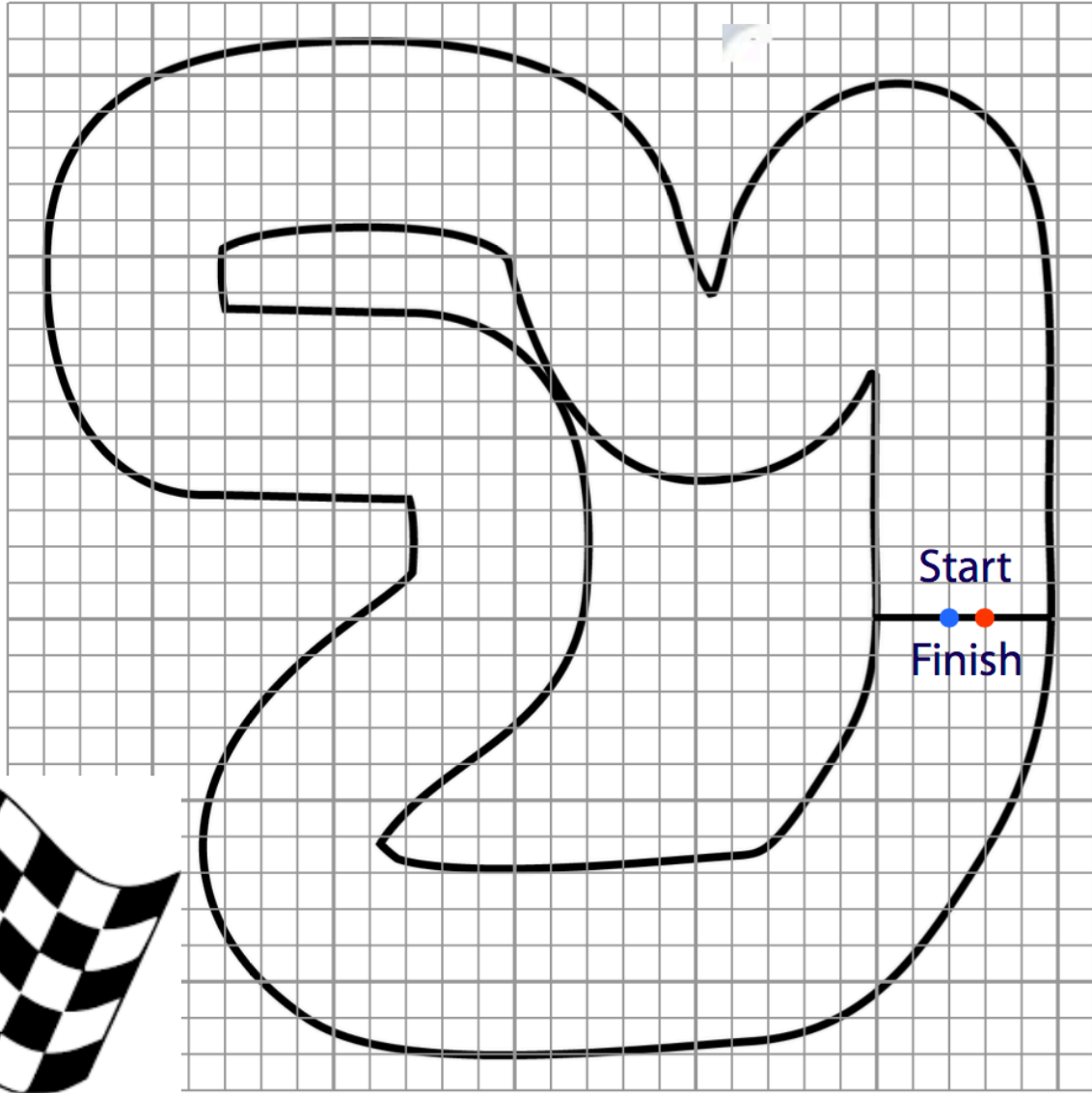


35 L

3. A student is riding **south** on his bike **500 meters** to his house. If it takes him **10 minutes** what was his **velocity**?
4. A family is going to the market and **without slowing down**, turns into the parking lot of the market. Did the **velocity** of the car and family change? **Explain why or why not.**
5. The MTA bus is traveling **north** on Vermont towards USC and **stops** at red light. Does the **velocity** of the bus change when it is stopping? **Explain why or why not.**

Let's Play a Vector Game!

- * You will be playing in table groups
- * Each person will take a turn rolling the dice telling you how many spaces to proceed. You decide on the direction.
- * Draw your vector on the game board (distance + direction)
- * You can team up OR gang up on another player by using your turn to add or subtract vectors.
- * The person to first travel around the track WINS!



Ready

Set

Go