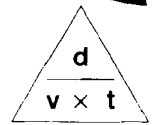


# Distance and speed graphs

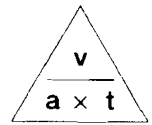
On a **distance–time graph** the speed is shown by the slope (gradient).  
A straight line shows a constant speed.  
If the slope curves upwards it is accelerating.

$$\text{average speed} = \frac{\text{distance travelled}}{\text{time taken}}$$



On a **speed–time or velocity–time graph**, the acceleration is shown by the slope.  
A straight line shows a constant acceleration.  
The area under the graph shows the distance travelled.

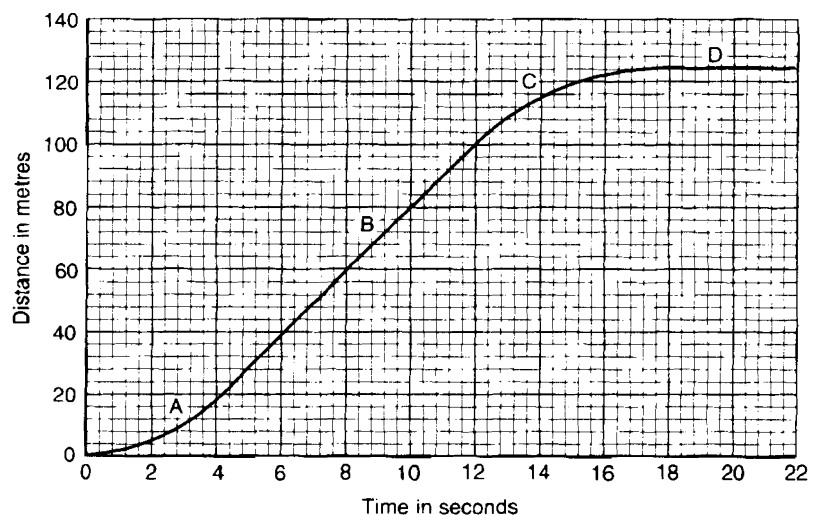
$$\text{acceleration} = \frac{\text{change in velocity}}{\text{time taken}}$$



## Questions

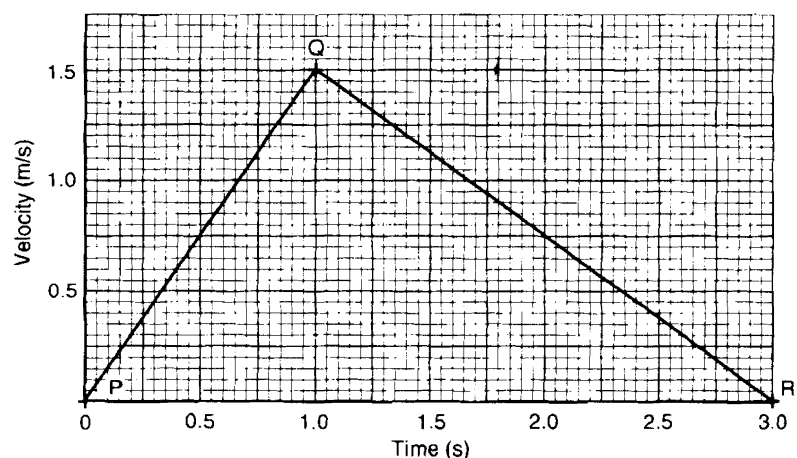
1. A sprinter ran in a 100 m race.  
The graph shows what happened:

- What was the runner's time for the 100 m race?
- Calculate the runner's average speed for the race.
- Describe how the runner's speed was changing at each of the points A, B, C, D.
- At which point was the speed greatest? Explain your choice.
- What distance was needed to stop at the end of the race?



2. Here is a graph for a toy car moving in a straight line:

- What is the maximum speed of the car?
- How long does it take to reach maximum speed from rest?
- Calculate the acceleration of the car from P to Q.
- What is the distance travelled by the car,
  - from P to Q?
  - from Q to R?
- What is the average speed of the car from P to R?



3. A car starting from rest accelerates uniformly to reach a speed of 20 m/s after 10 s. It continues at this speed for 10 s. It then accelerates again to reach 35 m/s after a further 15 s.
- Plot a speed–time graph for the car.
  - What is the total time for the journey?
  - What is the speed of the car after 5 s?
  - Calculate the acceleration of the car during the last 15 s.
  - Calculate the distance travelled by the car in the first 20 s.