

**Math Notes – Acceleration**

**Acceleration** is a measure of a change in velocity. Acceleration is speeding up, slowing down, and turning. You have to compare two velocities over time to calculate acceleration.

$$\text{Acceleration} = \frac{\text{Velocity (final)} - \text{Velocity (initial)}}{\text{time of change}} \quad \text{or} \quad \frac{V_f - V_i}{\text{time}} \quad \text{units} = \text{meters/second}^2$$

**Example 1:** A car passed another car, changing from 10 m/s to 15 m/s in 5 seconds. What is the car's acceleration?

Notes:  $V_f = 15 \text{ m/s}$   
 $V_i = 10 \text{ m/s}$   
 Time = 5 s

Our formula is:  $\frac{15 - 10}{5}$  This reduces to:  $\frac{5 \text{ m/s}}{5 \text{ s}}$  and equals:  $1 \text{ m/s}^2$

In words, the car's acceleration is 15 m/s - 10 m/s divided by 5 seconds, or  $15 - 10 / 5$ , or  $5 / 5$ , or  $1 \text{ m/s}^2$ .

The answer =  $1 \text{ m/s}^2$

**Example 2:** A marble accelerates down a ramp in 2.5 seconds, reaching the bottom traveling 1.5 m/s. What was the marble's acceleration down the ramp?

Velocity (initial) = 0 m/s *Note: this is because the marble started from rest*  
 Velocity (final) = 1.5 m/s down the ramp

Acceleration =  $1.5 \text{ m/s} - 0 \text{ m/s} / 2.5 \text{ seconds} = 0.6 \text{ m/s}^2$

\*\*\*\*\* **For Review – Copy as Needed** \*\*\*\*\*

**Speed** is a measure of an object in motion. It is calculated by dividing distance by time:

$$\text{speed} = \frac{\text{Distance (m)}}{\text{time (s)}} \quad \text{units} = \text{meters/second}$$

**Example:** A runner runs 100 meters in 50 seconds. Her speed =  $100 \text{ m} / 50 \text{ s}$ , or 2 m/s. Could she have been going around a track in a circle? **YES**

**Velocity** is calculated the same way as speed. Velocity is speed *plus* direction.

**Example:** A baseball was hit towards second base and traveled 50 meters in 1 second. Its velocity =  $50 \text{ m} / 1 \text{ s}$ , or 50 m/s towards 2<sup>nd</sup> base. This is velocity - motion in one direction. Could the baseball have been going in a circle? **NO**