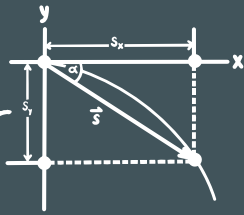
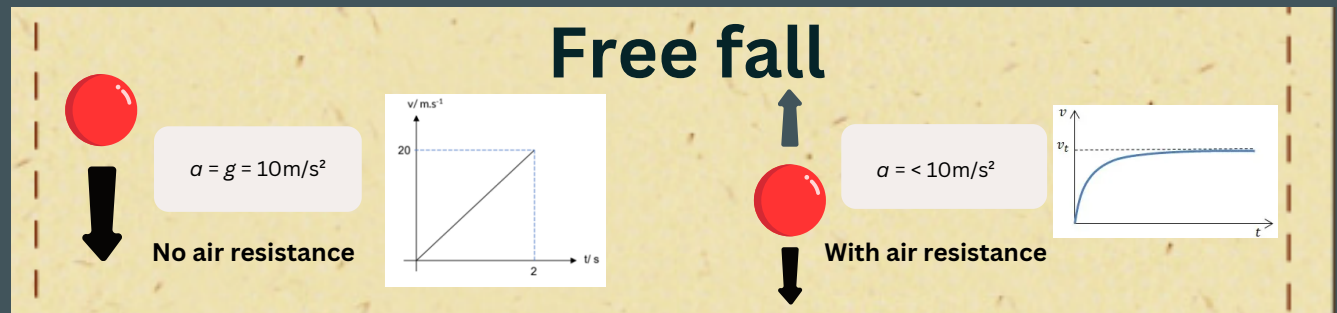
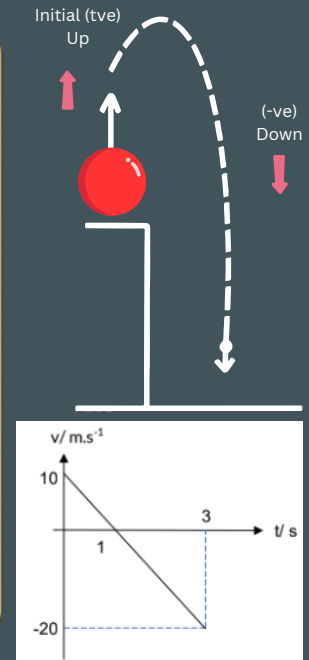
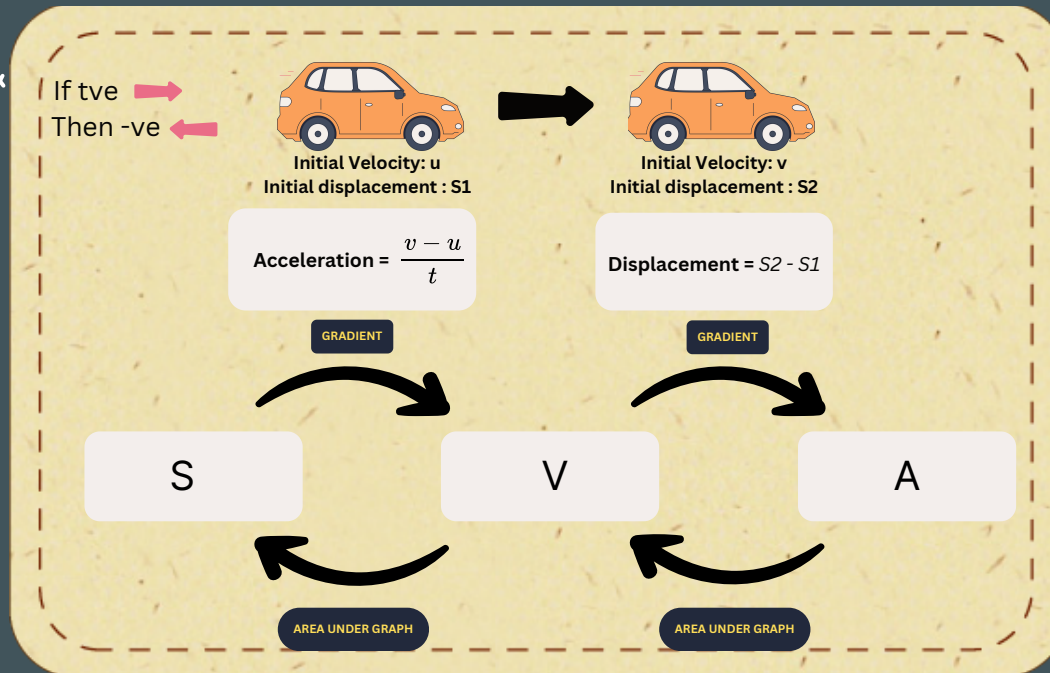


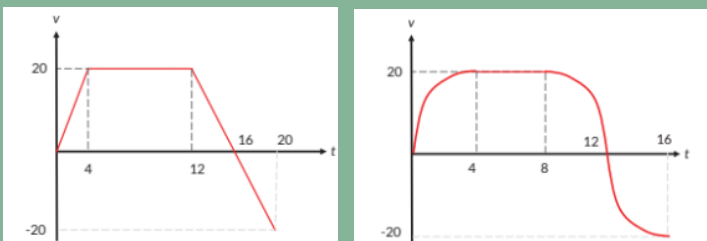
Kinematics



Vector	Scalar	Symbol	Unit
DISPLACEMENT	DISTANCE	s	M
VELOCITY	SPEED	v OR u	M/S
ACCELERATION	-	a	M/S^2
-	TIME	T	s



Graphical Relations



FIRST

Time 0s to 4s: **Constant** acceleration, velocity **increases linearly**

Time 4s to 12s: **Zero** acceleration, **constant** velocity

Time 12s to 16s: **Constant negative** acceleration (deceleration)

Time 16s: Momentarily **stationary** before changing direction

Time 16s to 20s: **Constant** acceleration in the **opposite** direction

SECOND

Time 0s to 4s: Velocity **increases** at a **decreasing rate**

Time 4s to 8s: **Zero** acceleration, **constant** velocity

Time 8s to 12s: Velocity **decreases** at an **increasing rate**.

Time 16s: Momentarily **stationary** before changing direction.

Time 16s to 20s: Velocity **increases** at a decreasing rate in the **opposite** direction.

