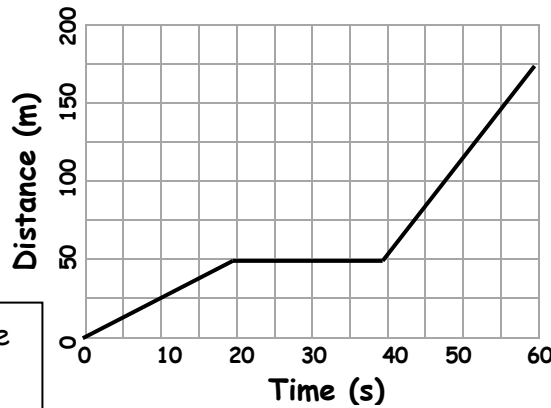


Distance-Time Graphs | 9K

Distance-time graphs are used to show how far something travels in a certain amount of time.

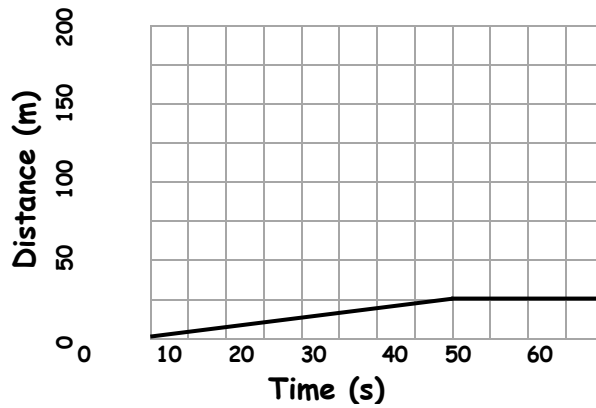
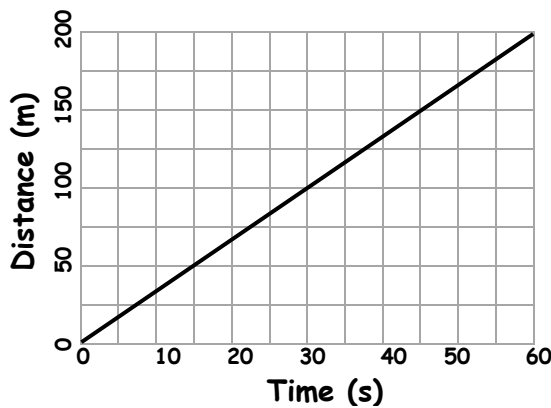
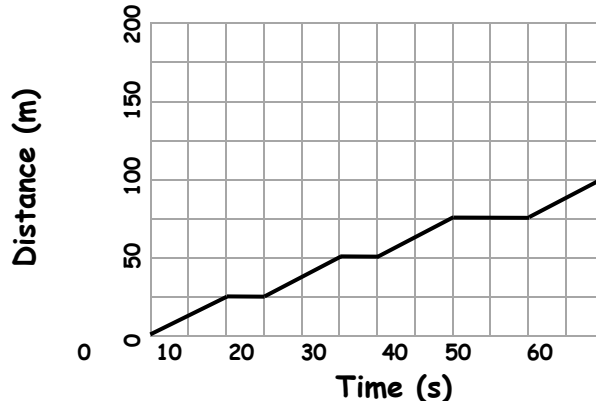
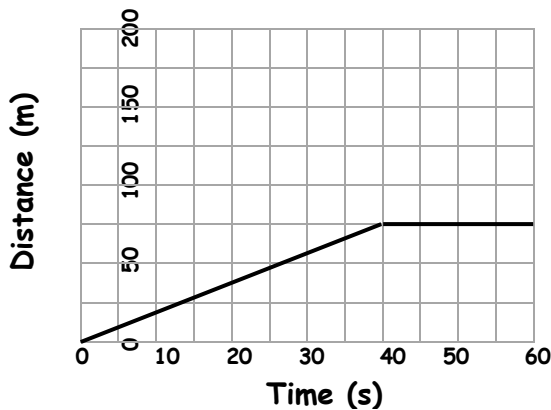


A straight, diagonal line shows the object is moving at a constant speed

A horizontal line shows the object is not moving.

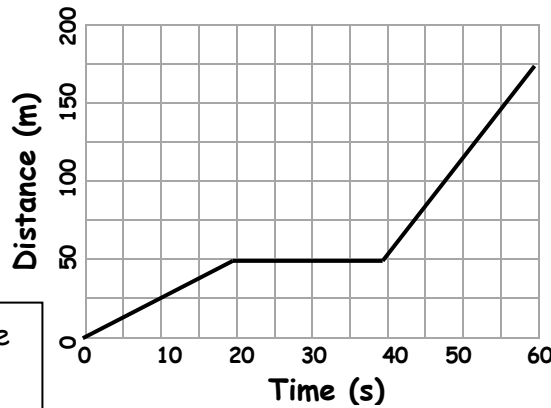
The steeper the line, the faster the object is moving.

1. Match each description to one of the graphs below.
 - a. A child runs at a constant speed for 40 s before stopping.
 - b. A panda moves slowly at a constant speed for 40 s before stopping.
 - c. A cheetah stalks his prey, moving slowly, stopping occasionally.
 - d. A rabbit runs away from a farmer, not stopping for anything!



2. Draw a distance time graph for an otter that swims 100 m in 30 s, before he gets lazy and drifts along 50 m in 20 s. The otter then relaxes on the riverbank for 10 s.

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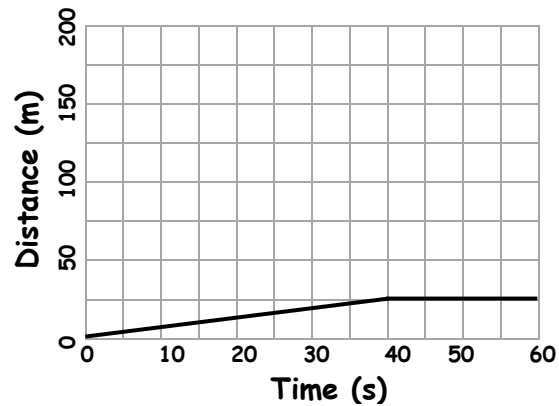
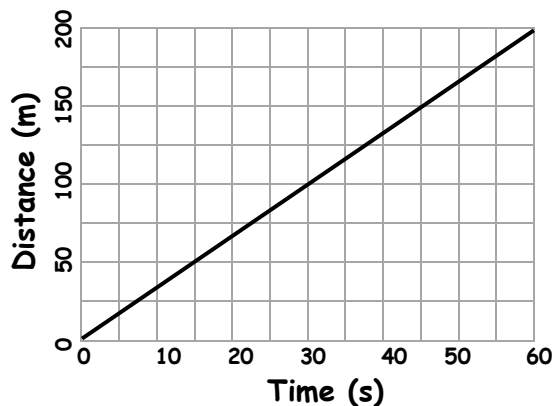
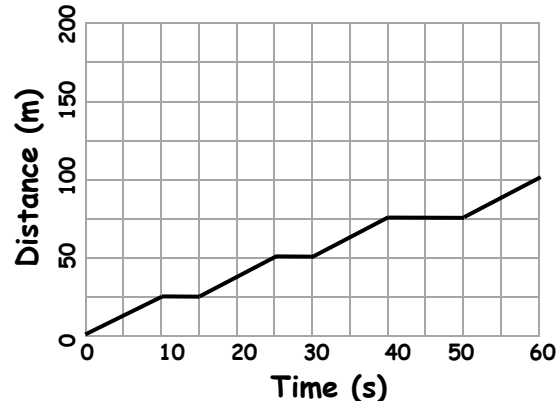
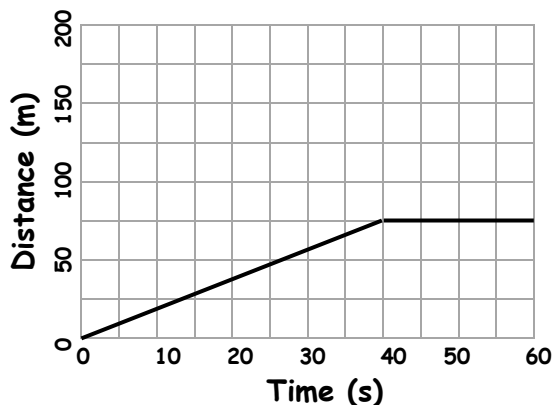


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