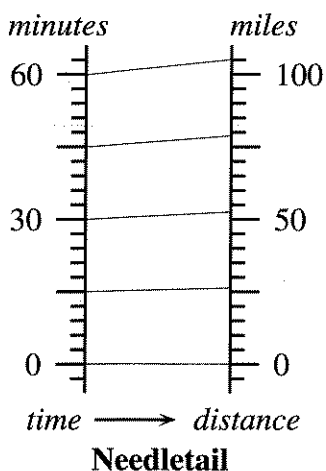
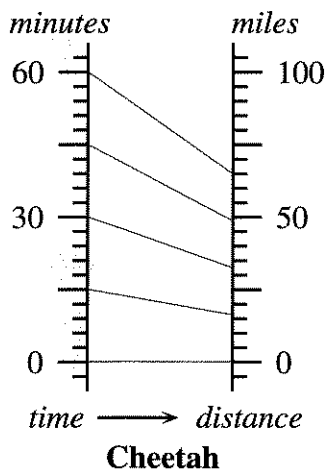
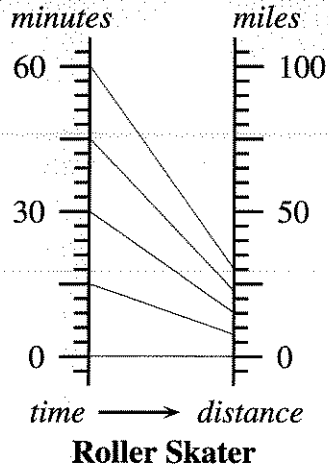


MOTION PICTURES

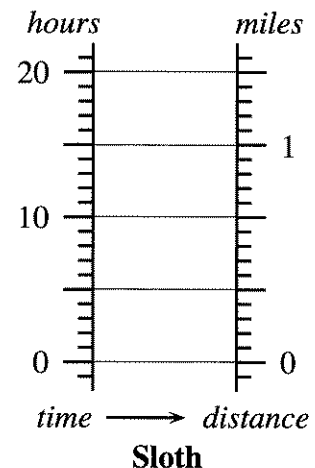


The above function diagrams represent the motion of three living creatures: a fast roller skater; a cheetah (one of the world's fastest mammals, it's a large, wild cat that lives in Africa); and a white-throated needletail (one of the world's fastest birds, it lives in Australia).

The diagrams assume that the three creatures ran a one-hour race, and were able to maintain their top speed for the full hour. (This is not realistic, but then neither is the idea of a roller skater racing with a cheetah and a bird.)

Each diagram shows minutes on the x -number line, and miles on the y -number line.

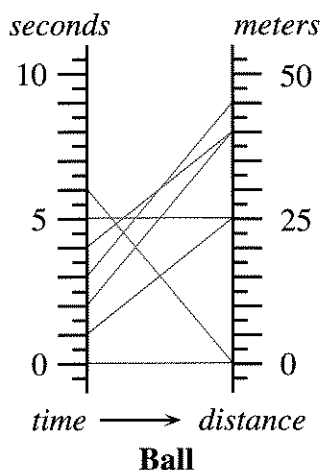
- Use the diagrams to estimate how far each went in an hour.
- After thirty minutes, approximately
 - how far is the needletail ahead of the cheetah?
 - how far is the cheetah ahead of the skater?
- Estimate each speed
 - in miles per hour;
 - in miles per minute.
- Explain how time-distance function diagrams allow you to compare speeds. Time is on the x -number line, distance is on the y -number line. Where is speed?



- The preceding diagram shows the hypothetical progress of a sloth. The x -number line represents time in hours, and the y -number line represents distance in miles. Compare the sloth's motion to the motion of the skater, cheetah, and needletail. How fast is it going per hour? Per minute?
- Explain why someone comparing the sloth's speed to the needletail's might make a mistake and take the diagrams to mean the sloth is almost as fast as the needletail.

THE BALL

In a physics experiment, a ball is launched straight up by some device, and its height above the ground is recorded at one-second intervals. The resulting information is displayed in the function diagram below, where the x -number line represents time in seconds, and the y -number line represents distance from the ground at that time in meters.



On the function diagram, follow the motion of the ball with your finger on the y -number line, second by second.

- During which one-second interval(s) did the ball move the fastest? The slowest?
- At what time did the ball change direction?
- Make a table like this one, showing the height of the ball at one-second intervals. Extend the table until you have included all the information given on the function diagram.

Time (seconds)	Height (meters)
0	0
1	25
2	...

- Estimate the times when the ball was at the following heights. (Give two times for each part, one on the way up, and one on the way down.)
 - 40 m
 - 30 m
 - 20 m
 - 10 m