Instructions for Objects in Motion

Task 1: Design a scenario that only involves **uniform** motion. For that:

Tip: Do not accelerate. The speed should always remain the same.

Task 2: Complete the uniform motion table. For each second of your simulation, take note of the position of the car, time, and speed.

Uniform motion

Initial position	Time	Speed
0 m	0	
	1s	
	2s	
	3s	
	4s	
	5s	

Task 3: Design a scenario that involves **non-uniform motion**. For that:

Tip: Accelerate and decelerate. Speed should change in some instances of time.

Task 4: Complete the **non-uniform motion** table. For that, for each second of your simulation, take note of the position of the car, time, and speed.

Initial position	Time	Speed
0 Km	0	10 Km/h
	1s	
	2s	
	3s	
	4s	
	5s	

Task 5: Build a position-time chart for each case. You can use the provided graph paper.

Task 6: Build a velocity-time chart for each case. You can use the provided graph paper.