

Speed Graph

Speed-time graphs are often used to display motion, which often is not in a straight line. Uniform acceleration means that the object's speed increases by the same amount each second or decreases by the same amount each second (sometimes called deceleration). When drawing a speed-time graph, always label the origin of each axis with zero and choose scales carefully to produce a graph which is a reasonable size. Remember to label each axis with its name and the unit. The area under a speed-time graph is equal to the distance travelled by a moving object. Velocity-time graphs can be used to describe the motion of objects travelling in a straight line. In a velocity-time graph, the area under the graph is equal to the displacement of a moving object.