

SENT INTO SPACE CLASSTRONAUTS PROGRAMME

LAUNCH YOUR SCHOOL INTO SPACE

Today we will be learning...

how to draw an interpret graphs showing the motion of an object

By the end of the lesson you should be able to...

- Sketch speed-time and distance-time graphs
- Describe the motion of an object based on its speed-time and distance-time graphs

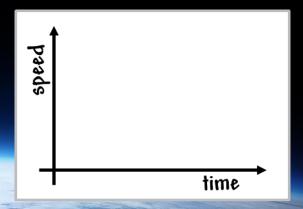


Task:

On a plain piece of paper, sketch a graph showing the speed of a rocket during a flight from take-off to crashing to the ground.

Consider Newton's first two laws:

- An unbalanced (resultant) force will cause an object to accelerate
- 2. Acceleration is proportional to the size of the resultant force

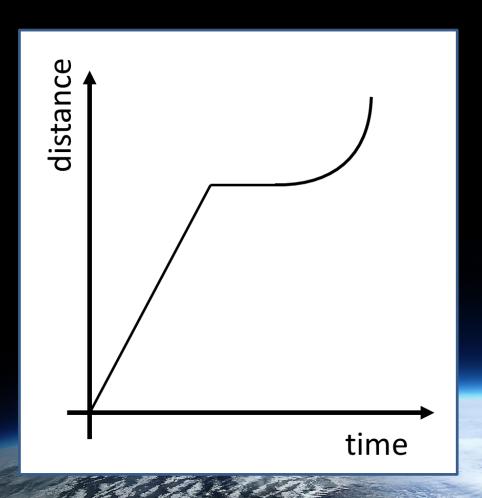




Task:

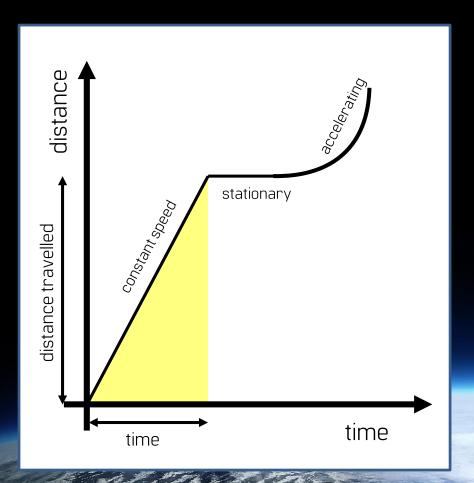
Open the 'Shuttle Launch Task' spreadsheet and the 'Shuttle Launch' video. Follow the instructions and answer the questions on the task sheet.





A distance-time graph shows how the distance of an object from its start point changes with time.
Can you describe the journey represented by this graph?





Distance-time graphs

Calculating speed

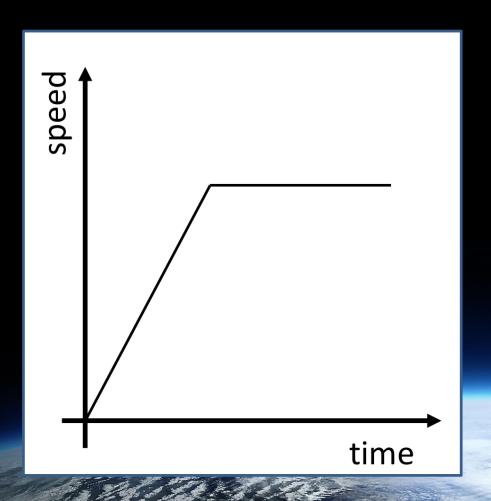
average speed =

distance travelled time

(the gradient of the line)

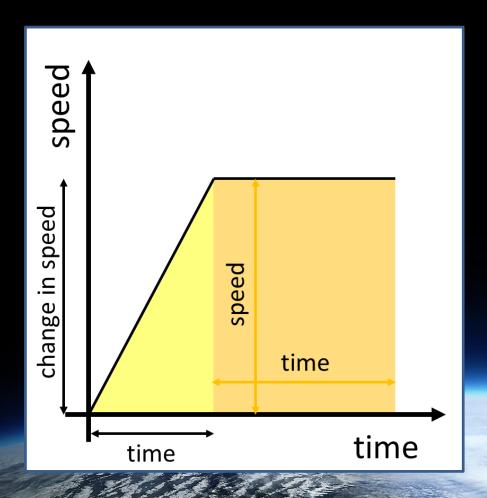
- + gradient = forwards
- gradient = backwards





A speed-time graph shows how the speed of an object changes with time.
Can you describe the journey represented by this graph?





Acceleration

acceleration =

change in speed time

[the gradient of the line]
+ gradient = accelerating
- gradient - slowing down

Distance travelled

distance = speed x time

(the area underneath the line)



Sketch the following distance-time graph:

An object travelling at a constant speed

Sketch the following distance-time graph:

An object going backwards

Sketch the following distance-time graph:

An object accelerating

Sketch the following speed-time graph:

An object accelerating

Sketch the following speed-time graph:

An object slowing down

Sketch the following speed-time graph:

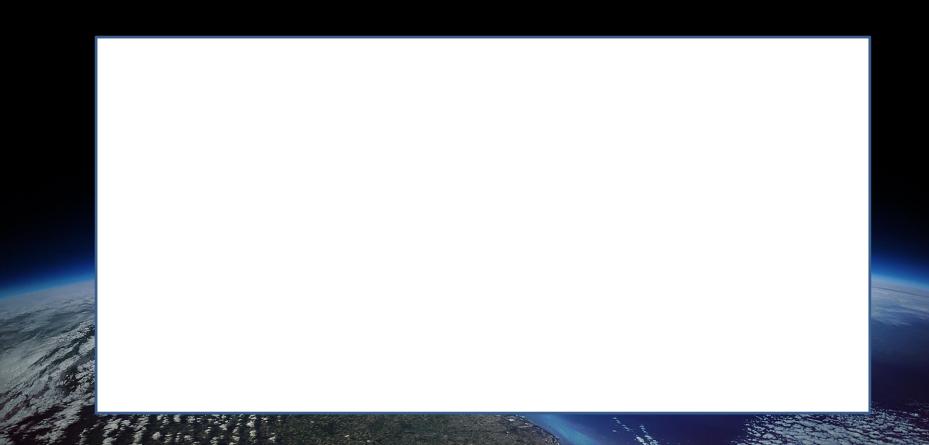
A tennis ball being thrown up and then falling to the ground

Sketch the following distance-time graph:

A tennis ball being thrown up and then falling to the ground

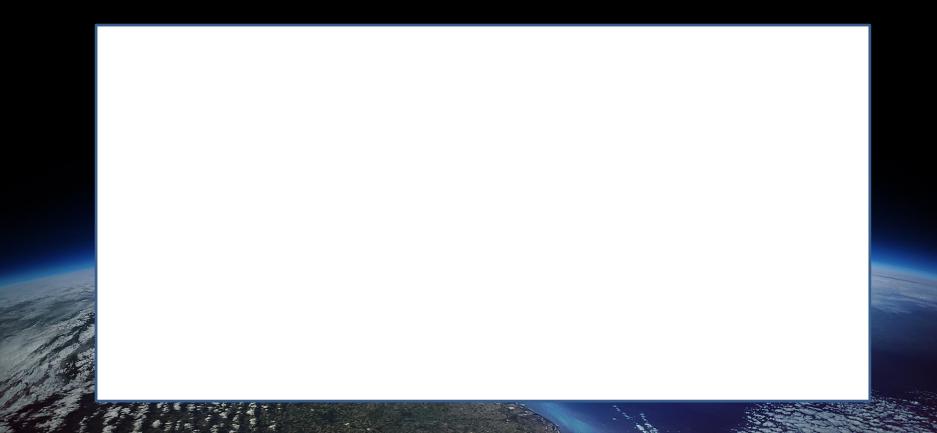
Sketch the following distance-time graph:

a bungee jump



Sketch the following speed-time graph:

a bungee jump



Task:

On a plain piece of paper, sketch a graph showing the speed of a rocket during a flight from take-off to crashing to the ground.



Task:

On a plain piece of paper, sketch a graph showing the speed of a rocket during a flight from take-off to crashing to the ground.



OUR CLASSTRONAUTS PROGRAMME

This presentation is produced by Sent Into Space and supports the Classtronauts school space launch programme. The ultimate STEM project, launching a balloon into space is a great idea if you're wondering how to engage your pupils with the science curriculum. We'll visit your school and fly a craft into space right from your playground. Our presenter gives a mission briefing explaining the science behind high altitude flight, answering questions from the pupils before launching an item of your choosing into space. It's the perfect activity for Space Week.

INSPIRE A GENERATION OF ASTRONAUTS

We deliver a complete end-to-end service; from project management, launch day and post-launch support.

FULL SET OF LESSONS AND PLANS TO SUPPORT A SPACE THEMED LEARNING

Our website includes a full set of lesson plans, worksheets and presentations for topics across the science and maths curriculum. These free science resources for KS2, KS3 and KS4 are available for download as PDFs, powerpoint presentations and word documents for easy printing.



GET IN TOUCH

To find out more about our Classtronauts program, visit Sentintospace.com/classtronauts or download our Classtronauts brochure here.

Get in touch to discuss your Classtronauts project further:

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