### Displacement, Velocity, and Acceleration – Full Revision Sheet

### Displacement (s or $\Delta x$ )

- Shortest straight-line distance between two points.
- **Vector**: needs both size and direction (e.g., 5m East).
- Can be **positive**, **negative**, or **zero** depending on direction.
- Important: Displacement ≠ Distance traveled (e.g., a full lap displacement = 0).

# Velocity (v)

- How fast displacement changes.
- Vector: depends on direction.
- Constant velocity → no change in speed or direction.
- Changing velocity → acceleration or deceleration.
- Instantaneous Velocity: velocity at a specific moment.
- Average Velocity:

Average v=Total DisplacementTotal Time\text{Average } v = \frac{\text{Total Displacement}}{\text{Total Time}}Average v=Total TimeTotal Displacement

#### Speed (v2)

- How fast distance changes, no direction considered.
- Scalar: only magnitude.
- Speed can't be negative.
- Average Speed:

Average Speed=Total DistanceTotal Time\text{Average Speed} = \frac{\text{Total Distance}}{\text{Total Time}}Average Speed=Total TimeTotal Distance

# Acceleration (a)

- How fast velocity changes.
- **Vector**: direction matters.
- **Positive acceleration** = speeding up.
- Negative acceleration (deceleration) = slowing down.
- Uniform Acceleration: constant change in velocity.

### **Key Equations of Motion (SUVAT equations)**

- v=u+atv = u + atv=u+at
- s=ut+12at2s = ut + \frac{1}{2}at^2s=ut+21at2
- $v2=u2+2asv^2=u^2+2asv^2=u^2+2as$
- $s=(u+v)2ts = \frac{(u+v)}{2} ts=2(u+v)t$
- Only valid when acceleration is constant.

# **Graph Analysis**

- Displacement-Time Graph:
  - Slope (gradient) = Velocity.
  - Curved graph = Changing velocity.
- Velocity-Time Graph:
  - Slope = Acceleration.
  - Area under graph = Displacement.
  - Straight horizontal line = Constant velocity.
- Acceleration-Time Graph:
  - Area under graph = Change in velocity.

### **Quick Tips**

- If displacement = 0, velocity = 0 (even if speed isn't 0).
- Uniform motion → constant speed or constant velocity.
- Free fall acceleration (g)  $\approx 9.8 \text{ m/s}^2 \text{ downward}$ .