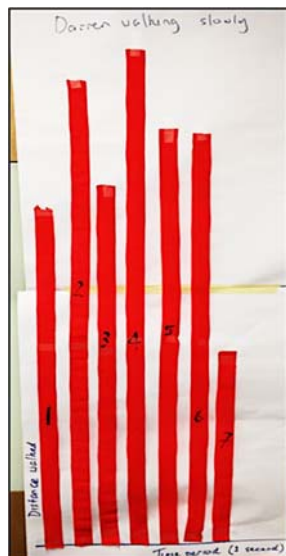


19. Another class doing this activity produced the graph shown.

In which second was the student walking fastest?



20. Use the space below to explain how you could use graphs like these to find the speed at which someone was walking.

21. Write down what you have learned by doing this activity.

Lesson 1: Walking at Constant Speed

Name: _____



Can you walk at constant speed?

Walking at a slow constant speed

1. Lay out the Red streamer in a long straight line for the walk.
2. Your teacher will choose a person to be the Walker, some people to be the Markers, and a person to be the Timer.
3. The Walker should practise walking at a slow constant speed.
4. Each Marker needs a block. The Markers line up beside the streamer. Everyone needs to know their place in the line.
5. The Timer starts the metronome and says 'Ready! Set! Go!' in time to the ticks.
6. The Markers put down the blocks when it is their turn – they must put them down exactly where the walker is when the metronome ticks.
7. Repeat until everyone is happy with the way the blocks are being placed.
8. Use the Red paper streamer to record the distances between the blocks.
9. Number the strips in order before cutting the streamer.
10. Make a streamer graph using butcher's paper and glue-sticks to glue the streamers onto the paper.
11. Sketch the Red streamer graph in the space on the next page. (Try to use only the lower half of the space.)
12. Add a title and label the axes on your Red streamer graph.
13. Use this space to sketch what you think the graph for constant speed should look like.



Walking at a faster constant speed

14. You are going to make a Blue streamer graph for someone walking at a faster constant speed.
Do you expect the length of the Blue streamers to be:
shorter ☐ longer ☐ or about the same ☐ as the Red ones?
15. Sketch your predictions for the Blue streamer graph next to your sketch of the Red Graph.

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Red Graph

Prediction for Blue Graph

Actual Blue Graph

16. Using different people from last time, make a Blue streamer graph for a faster walker.
17. Sketch the actual Blue Graph in the space above.
18. Use the space below to explain how you could use graphs like these to find out who is walking faster.