

Name: \_\_\_\_\_

Group: \_\_\_\_\_ Count-off: \_\_\_\_\_

## STAGGERED RACE 1 PART 2

Goal: Make a motion for Actor B so that Actor B starts at your count-off # and travels at the same velocity and duration as Actor A. **F2: View: Animation** (2<sup>nd</sup> QUIT [MODE] to Exit) to view the animation. **F4: Tools: Marks** to turn on Marks.

**Don't forget to include units!**

1. What is the velocity of Actor A? \_\_\_\_\_
2. Where does Actor A start? \_\_\_\_\_
3. What is the duration of Actor A? \_\_\_\_\_
4. Write a linear function to model Actor B's motion in slope-intercept form ( $y = mx + b$ ):

Function: \_\_\_\_\_ Domain: \_\_\_\_\_

Edit Actor B's function and domain in **F3: Edit: POS ▶ B ▶ FnEdit**. **F2: View: Animation** to verify Actor B starts at your count-off # and travels at the same velocity and duration as Actor A.

5. Describe the motion of your **group's** set of Actors. (Be sure to include starting positions, velocities, and durations. Include count-off #s when referring to Actors.)

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6. Draw your prediction of your **group's** functions. Label the axes and include units. Label each function with count-off #s.



7. Describe the motion of the **class'** set of Actors. (Be sure to include starting positions, velocities, and durations. Include group and count-off #s when referring to Actors.)

Name: \_\_\_\_\_

Group: \_\_\_\_\_ Count-off: \_\_\_\_\_

8. Draw your prediction of the **class'** functions. Label the axes and include units. Label each function with group and count-off #s.



9. Suppose we use G for group # and C for count-off #. What is the general rule for this activity?

Function: \_\_\_\_\_ Domain: \_\_\_\_\_