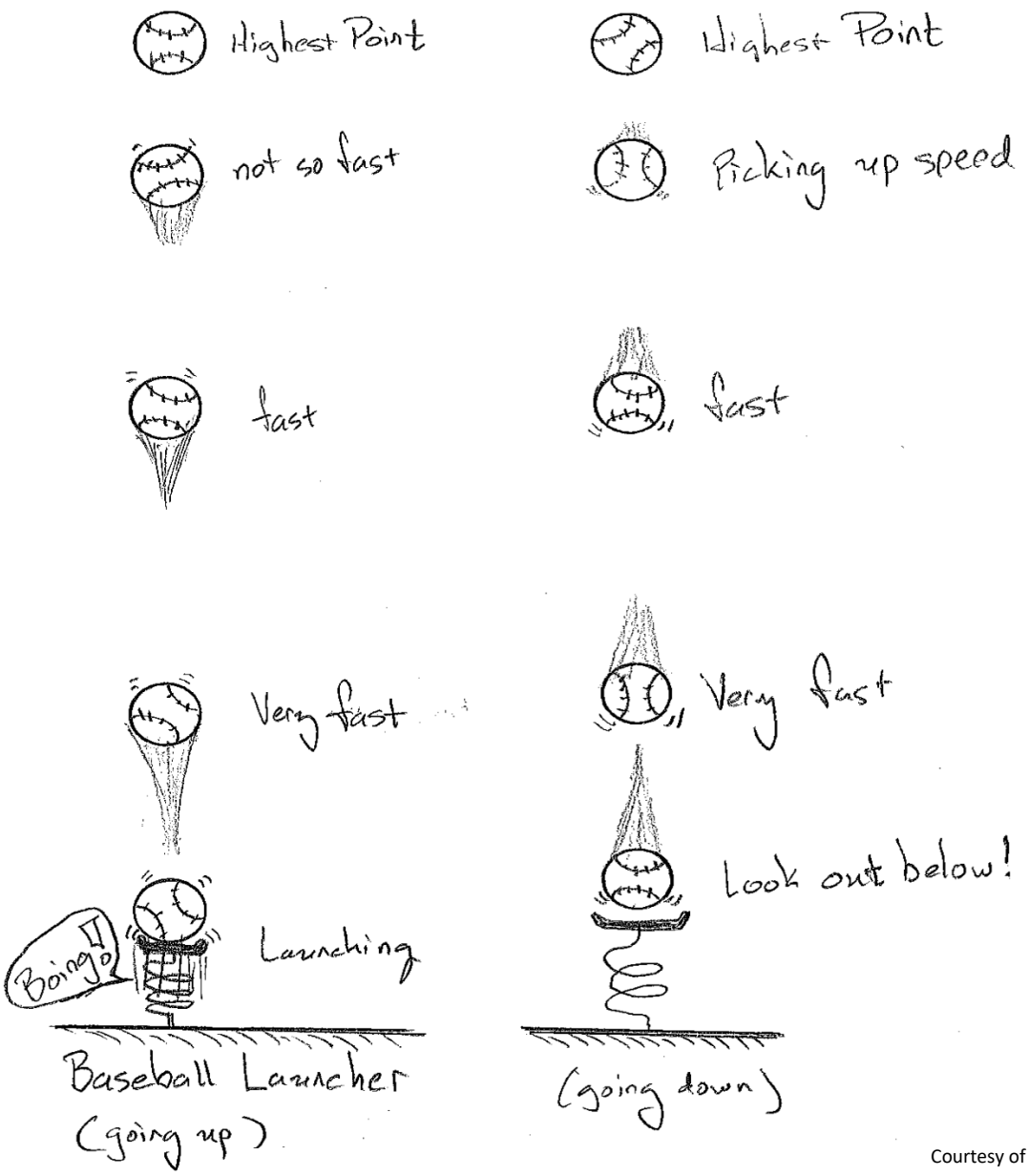
Velocity and Acceleration of a Baseball

Instructions

1. Draw **green vectors** to represent the velocity of a baseball at each point in its journey rising into the air and falling back to the ground.
2. Draw **red vectors** to represent the change in the ball's velocity (acceleration).

Guidelines

- A vector is an arrow that is drawn from the center of an object outward. A long vector indicates a high velocity.
- Only velocity is drawn with a vector. Speed doesn't show direction, so a vector can't be used to represent it. Numbers are used instead (such as 25 mph).
- At the ball's highest point, velocity is zero. This is represented with a dot.



Courtesy of Hector Mireles