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### **STUDENT HANDOUTS**

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# FREE! 6 Bonus Activities!

#### **<u>3 EASY STEPS</u>** to receive your 6 Bonus Activities!

• Go to our website:

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- Click on item CC4509 Motion
- Enter pass code CC4509D







Motion CCP4509-5



NAME: NAME:

## How to Graph Motion

e can find how long it took Josh to travel any distance. Choose a distance, like 100 meters. Move straight across from the 100 meter mark to the sloping line. When you get to the line move straight down to the bottom line and read the time. You should come to 100 seconds. So Josh's speed was 1 meter per second at that point too (100  $\div$  100 = 1).

We say that the line for this graph has a **slope** of 1 meter per second. To find the slope at a point on any line graph, divide the number on the left for that point by the number along the bottom for that point. The line is a straight line, so we say it has a **constant** slope. The slope of a distance and time graph is speed. If the slope is constant, the graph shows that something is traveling at a constant speed. The steeper the slope, the faster is the speed.

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Look at the second graph again. How long did it take Josh to walk 50 meters on his way from the school to the park?

Here is a third graph. This graph shows the speed of a man in a car driving from home to a supermarket and then coming back home.

The first section shows his speed going to the store. The flat part shows time was passing, but the car was not moving. The last part is sloped the other way because he was traveling in the opposite direction. The slope is less because he was slowed by heavy traffic.



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Motion CCP4509-5







- a) On the grid on the next page, draw a graph of the motorcycle's speed. Write the numbers and labels along the left side and the bottom. (Use a ruler to complete your graph.)
- **b)** What is the motorcycle's speed?

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Motion CCP4509-5

### UU Hands-On Activity = 2 Treasure Map Game

700

600

500

400

300

100

200

0

300

Distance, in meters

400 500

Distance, in meters

This activity is for two people or two teams of people.

FOR THIS ACTIVITY, you will need:

- paper
- a pencil
- a compass
- a long tape measure

You will try to find your way as if you were walking on a large graph, like the one to the right. The goal is to find a prize by following directions or reading a map.

#### **STEPS:**

- One person or team makes a map like the one above, or writes directions for finding a prize.
- 2. First decide on a path from a starting point to a place where a prize will be hidden.
- **3.** Measure distances with the tape measure along each section of the path. The directions should all be either NORTH, EAST, SOUTH, or WEST. Use the compass to find the directions. Have about four sections in the path.
- The directions might be something like this: "Go 30 feet north, turn left, and go 90 feet west. Turn left again, and go 60 feet south. Turn right, and go 60 feet west. Do you see the prize?" The directions can be written or they can be shown on a map.
- 5. The other person of team tries to find the prize by following the map or the directions. They use a compass but *not* the measuring tape. They will find distances by counting their steps. Before they start they will have to measure the length of one step. Then they will figure out how many steps to take for each distance on the map.
- 6. Take turns hiding a prize and looking for it.

**Here is another way to do the game:** One person hides the prize and makes the map. All the other people try to follow the map to the prize. The winner is the person who ends up closes to the prize. The winner gets to hide a prize next.

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Motion CCP4509-5

Store

600

700







	Hands-On Activity # 2	
Treasure	Map Game	

School

Park

100 200 300 400 500 600 700

Distance, in meters

Store

This activity is for two people or two teams of people.

700

600

500

400

300

200

100

0

Home

Distance, in mete

FOR THIS ACTIVITY, you will need:

- paper
- a pencil
- a compass
- a long tape measure

You will try to find your way as if you were walking on a large graph, like the one to the right. The goal is to find a prize by following directions or reading a map.

#### **STEPS:**

- 1. One person or team makes a map like the one above, or writes directions for finding a prize.
- 2. First decide on a path from a starting point to a place where a prize will be hidden.
- 3. Measure distances with the tape measure along each section of the path. The directions should all be either NORTH, EAST, SOUTH, or WEST. Use the compass to find the directions. Have about four sections in the path.
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  - 6. Take turns hiding a prize and looking for it.

Here is another way to do the game: One person hides the prize and makes the map. All the other people try to follow the map to the prize. The winner is the person who ends up closest to the prize. The winner gets to hide a prize next.

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	Answers will vary	Part
	13	3.
		The chan direction v change o wheel's mo force was the hanc
		Part 2. Spinning sp
		3.
ļ	AN	Spinning slow 4. Change in was accel when arms in and dece when arms Force was f arms acting centrifuga
	Answers will vary	15



Shorter string gives

higher pitch.

Half the length

raises the pitch one

octave.



hange of on was the ge of the motion. The is the force of ands.





ng sped up

3.

slowed down





16

