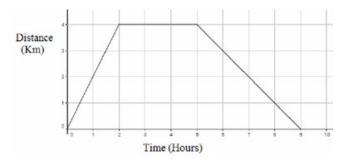
Distance time graphs

You can find the speed from the gradient of the line (Distance ÷ Time)

The steeper the line, the quicker the speed.

A horizontal line means the object is not moving, it is stationary.

The y axis shows the distance from the starting point, the first 2 hours on the graph below how an object moving away, the middle 3 hours are when the object is stationary and the last 4 hours show the object moving back to the starting point.



Calculate the gradient (m)

The gradient refers to the 'steepness' of the line.

Choose two coordinates on the graph

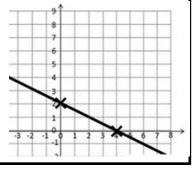
m = change in y coordinates change in x coordinates

Eg.

Change in y = down 2Change in x = right 4

$$m = -2 \div 4$$

= -0.5





Year 10 foundation topic 9 **Graphs**

What careers would use these skills?

Architect will calculate the gradient when looking at the pitch of a roof, economist and engineers.

Cover up method for plotting linear graphs

(use when the equation is in the form ax + by = c)

- 1. Cover the term and solve the resulting equation. Plot this on the
- 2. Cover the term and solve the resulting equation. Plot this on the
- 3. Draw a line through the two points plotted.

Parallel lines

Two lines are parallel if they have the same gradient.

Eg. y = 5x + 7 and y = 5x - 12 are parallel lines as the value with the x are equal.

y = mx + c

This is the equation for a diagonal line.

The m is the gradient of the line, this tells us how steep the line is.

The c is the y-intercept, this tells us where the graph crosses the y axis.

Plot linear graphs using a table of values

Construct a table of values to calculate coordinates.

x	-3	-2	-1	0	1	2	3
y= x +3	0	1	2	3	4	5	6

Then plot the points and join them up with a straight line.

Gradient-intercept method

(use when the equation is in the form y = mx + c)

- 1. Plot the yintercept.
- 2. Using the gradient, plot a second point.
- 3. Draw a line through the two points plotted.

