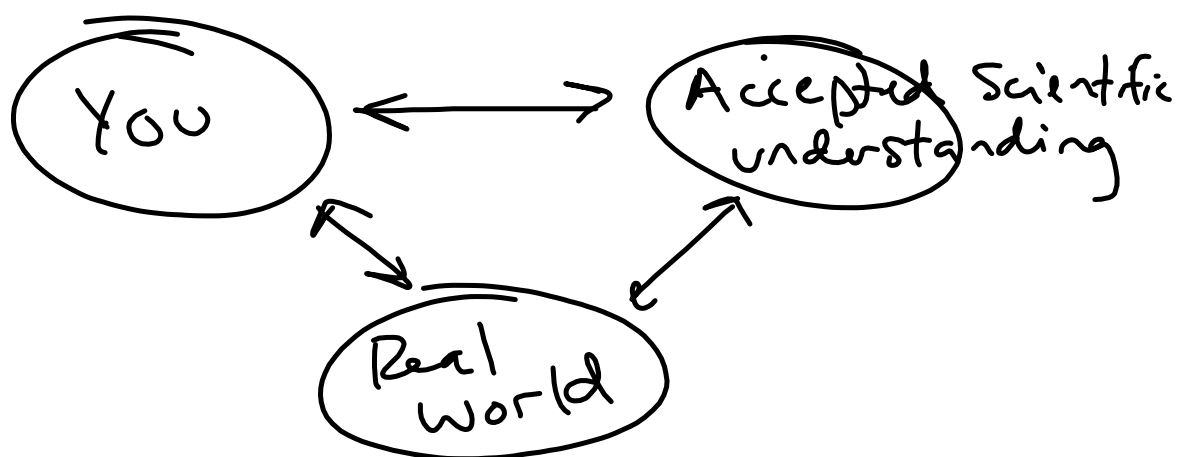


SUMMARY OF BUGGY LAB

- Display algebra skills w/lin. reg.
- Used math to predict a result
- Collect data and show in easy-to-understand way
- Test of problem-solving
- Calculated changes in position
- Calculate "things" with constant variables
- Relationship between speed and accumulated distance
- Drop preconceived notions on when an action will occur
- Evaluated methodology

Physics Summary

- Slope of a position-time graph is defined as velocity
- Objects can move with constant velocity



CONSTANT VELOCITY PARTICLE MODEL

- PROPERTIES

- Time
- Position

- Representations

- Linguistic (written/verbal)
- Mathematical → $\text{Velocity} = \frac{\text{change in position}}{\text{change in time}}$
 $v = \frac{\Delta x}{\Delta t}$
- Graphical → position-time
- Diagrammatic → motion maps
- Computational