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Graphically Solving Kinematics Problems MICHAEL C. FALESKI, Delta College — In introductory physics, the graphs of position, velocity, and acceleration vs. time for an object are made, often with the same information discussed in calculus classes. Activities are developed, experiments are performed, data are taken and representations of the data are made. So, solving word problems with graphs would be a simple extension of the material learned in both math and physics classes right?? Focusing on the use of graphical solutions for kinematics is discussed along with some observations and results from assessments. More examples of such solutions along with the corresponding algebraic approach are shown.

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