***Motion Lab***

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**Purpose:** To show a direct representation of how velocity changes with time.

**Materials:** LabQuest, motion detector, and a book

**Procedure:**

1. First write a creative story that represents changes in velocity over time.
2. Make a graph of the movements of the character in your story using velocity and time.
3. Set up the LabQuest, book, and motion detector and record an interpretation of the story using just motion.
4. Print graphs and upload to Weebly.

**Conclusion:** We accurately copied the movement of Herman the turtle in our experiment. We learned that when not moving the graph of velocity vs time is flat, when going backwards the graphs slope becomes negative. The graph of velocity and time will also never go backwards.