

Introduction to 1D motion

by Jessica Kirtner

≡ motion limited to back and forth along a line.



Recall	0D	point	.
	1D	line	—
	2D	plane	□
	3D	cube/space	⊠

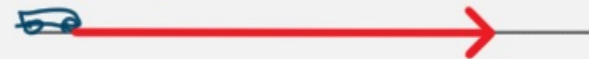
• If I could throw straight up (or straight down)



Object goes straight up

Then falls straight back down

• A cart constrained to move on a straight track.



Examples:

• I could drop something

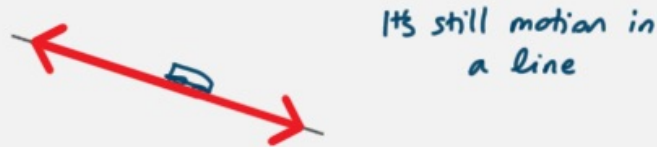


motion would be straight down

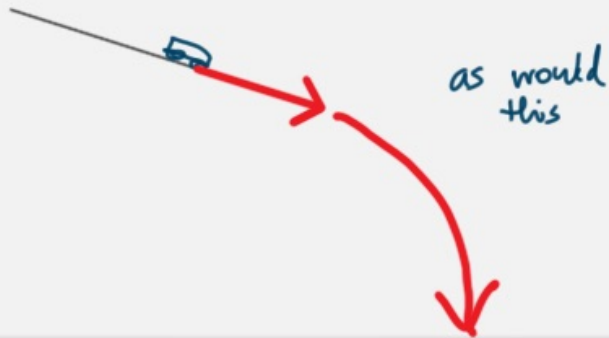
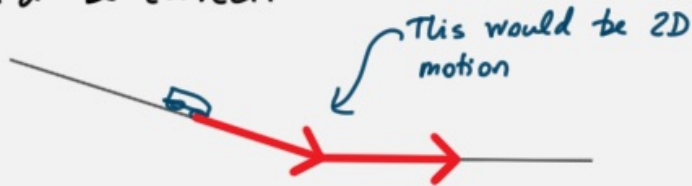
Question: If a straight track is angled, would that be 1D motion?



Answer: Yes!
as long as the cart is constrained to the track.



If you said No because you were picturing cart going off the end, you'd be correct.



As long as the motion is back and forth on one line, its 1D motion.

or: If you can draw one straight line - even if its angled - its 1D motion

For 1D, I think of an x-axis

