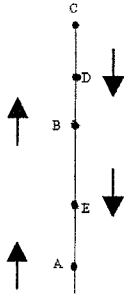


THROWING A BALL VERTICALLY

NAMES



1) In each box below draw a line with an arrowhead to represent the velocity of the ball.

Represent the velocities using:

- The same scale for all velocities
- As large a scale as possible to highlight the relative sizes, and
- 0 if the velocity is zero.

Velocity at A	velocity at B	velocity at C	velocity at D	velocity at E

2) In each box below draw a line with an arrowhead to represent acceleration of the ball. Use similar conventions to those in the shaded box above.

Acceleration at B	acceleration at C	acceleration at D