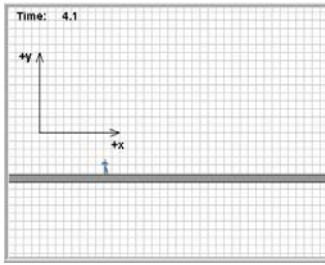


## Worksheet for Exploration 1.1: Click-Drag to Get Position



Some problems require that you **click-drag** the mouse inside the animation to make measurements. **These measurements cannot be more accurate than one screen pixel.** This means that depending on how you measure the position of an object you may get a slightly different answer than another student in your class. [Restart](#).

Use the following techniques (**position is given in meters and time is given in seconds**) to measure the position of the man in the x direction as a function of time:

- Pause the animation at  $t = 0$  seconds (you may have to step back or reinitialize or reset the animation).
- With the cursor in the animation, hold down the left mouse button and drag the cursor to the center of the man to measure his position in the x direction.

$t = 0$  s,  $x =$  \_\_\_\_\_ (do not forget units!)

- Step forward by two seconds and record the time and the man's new position in the x direction.

$t = 0$  s,  $x =$  \_\_\_\_\_

- Repeat these measurements for  $t = 4, 6, 8, 10,$  and  $12$  seconds.

| Time | x position |
|------|------------|
| 0 s  |            |
| 2 s  |            |
| 4 s  |            |
|      |            |
|      |            |
|      |            |
|      |            |

Look at [show data in table](#) after you have finished part (d). Be sure to take a close look at the data table.

- Do your answers agree with the table? Why or why not?