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**0 50 100 150 200**

Distance-time graphs are used to show how far something travels in a certain amount of time.

**Distance (m)**

A straight, diagonal line shows the object is moving at a constant speed

**0 10 20 30 40 50 60**

**Time (s)**

The steeper the line, the faster the object is moving.

A horizontal line shows the object is not moving.

1. Match each description to one of the graphs below.
	1. A child runs at a constant speed for 40 s before stopping.
	2. A panda moves slowly at a constant speed for 40 s before stopping.
	3. A cheetah stalks his prey, moving slowly, stopping occasionally.

**0 50 100 150 200**

**0 50 100 150 200**

* 1. A rabbit runs away from a farmer, not stopping for anything!

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**Distance (m)**

**Distance (m)**

**0 10 20 30 40 50 60**

**0 10 20 30 40 50 60**

**0 50 100 150 200**

**0 50 100 150 200**

**Distance (m)**

**Distance (m)**

**0 10 20 30 40 50 60**

**0 10 20 30 40 50 60**

**Time (s)**

**Time (s)**

1. Draw a distance time graph for an otter that swims 100 m in 30 s, before he gets lazy and drifts along 50 m in 20 s. The otter then relaxes on the riverbank for 10 s.

**0 50 100 150 200**

Distance-time graphs are used to show how far something travels in a certain amount of time.

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**Distance (m)**

A straight, diagonal line shows the object is moving at a constant speed

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**0 50 100 150 200**

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**Distance (m)**

**Distance (m)**

**0 10 20 30 40 50 60**

**0 10 20 30 40 50 60**

**0 50 100 150 200**

**0 50 100 150 200**

**Distance (m)**

**Distance (m)**

**0 10 20 30 40 50 60**

**0 10 20 30 40 50 60**

**Time (s)**

**Time (s)**

1. Draw a distance time graph for an otter that swims 100 m in 30 s, before he gets lazy and drifts along 50 m in 20 s. The otter then relaxes on the riverbank for 10 s.