Matching Pairs Distance-Time-Speed

Problem 1

Version 1

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

Distance = 24 m and Time = 3 sAve. Speed = 8 m/sTime = 6 sDistance = 30 m and Time = 5 sTime = 8 sAve. Speed = 6 m/sDistance = 32 m and Ave. Speed = 4 m/sDistance = 30 m and Ave. Speed = 5 m/s

Problem 1

Version 2

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

```
Ave. Speed = 4 m/s
Ave. Speed = 3 m/s
Distance = 18 m and Time = 6 s
Time = 2 s
Distance = 12 m and Ave. Speed = 6 m/s
Distance = 20 m and Ave. Speed = 5 m/s
Time = 4 s
Distance = 12 m and Time = 3 s
```

Problem 1 Version 3

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

```
Distance = 18 \text{ m} and Ave. Speed = 3 \text{ m/s}
Ave. Speed = 6 \text{ m/s}
Distance = 32 \text{ m} and Time = 8 \text{ s}
Time = 6 \text{ s}
Time = 12 \text{ s}
Distance = 36 \text{ m} and Ave. Speed = 3 \text{ m/s}
Distance = 24 \text{ m} and Time = 4 \text{ s}
Ave. Speed = 4 \text{ m/s}
```

Problem 2 Version 1

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

```
Ave. Speed = 4 m/s
Ave. Speed = 12 m/s and Time = 3 s
Distance = 36 m
Ave. Speed = 2 m/s
Distance = 32 mDistance = 24 m and Time = 6 s
Distance = 16 m and Time = 8 s
Ave. Speed = 8 m/s and Time = 4 s
```

Problem 2 Version 2

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

Ave. Speed = 4 m/s and Time = 8 s Distance = 24 mAve. Speed = 6 m/s Ave. Speed = 2 m/s Distance = 12 m and Time = 2 s Ave. Speed = 8 m/s and Time = 3 s Distance = 12 m and Time = 6 s Distance = 32 m

Problem 2 Version 3

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

Ave. Speed = 6 m/s and Time = 3 s Distance = 12 m and Time = 4 s Ave. Speed = 4 m/s and Time = 2 s Distance = 8 m Distance = 18 m Ave. Speed = 3 m/s Ave. Speed = 2 m/s Distance = 12 m and Time = 6 s

Problem 3 Version 1

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

Steadily speeds up from rest to 8 m/s in 2 s. After moving more than 4 s, has a final speed of 8 m/s. Travels 8 m. Starts at rest and travels 32 m for 8 s. Travels 16 m in 4 s. Travels 16 m in 2 s. Has a constant speed of 4 m/s. Averages a speed of 8 m/s.

Problem 3

Version 2

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

Travels 4 m. Has a constant speed of 2 m/s. Travels 16 m in 2 s. Travels 8 m in 4 s. Averages a speed of 8 m/s. Has a final speed of 8 m/s. Starts at rest and travels 16 m for 4 s. Steadily speeds up from rest to 4 m/s in 2 s.

Problem 3 Version 3

This activity presents learners with 8 different statements that must be matched by meaning. Learners tap on the statements to select them and then tap on the Check Match button. The order of the statements is randomized. A mis-matched pair restarts the *game* and re-randomizes the order of the statements. The statements are ...

Travels 40 m in 4 s. Travels 20 m in 5 s. Averages a speed of 4 m/s. Has a final speed of 20 m/s. Travels 40 m. Starts at rest and travels 40 m for 4 s. Has a constant speed of 10 m/s. Steadily slows down from 20 m/s to a stop in 4 s.