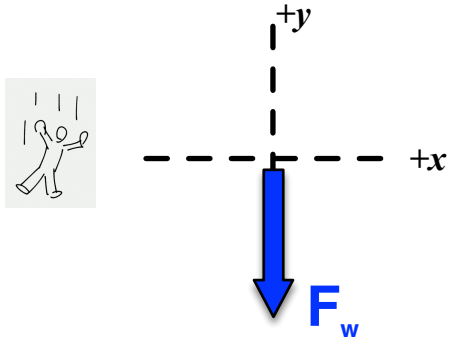


Cycle 5 Bungee & Skydiving

Terminal Velocity 1

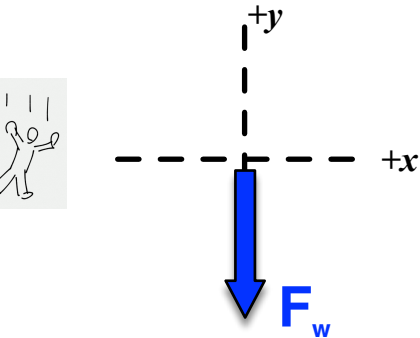
For each situation, draw in a realistically sized Drag vector.



Just started to fall.

- ☐ Drag less than weight.
- ☐ Drag more than weight.
- ☐ Drag same as weight.

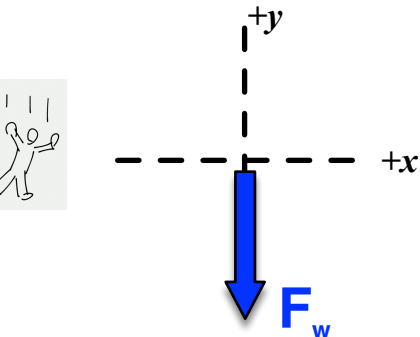
- ☐ Speeding up.
- ☐ Slowing down.
- ☐ Constant speed.



Falling for a while, but not at terminal velocity yet.

- ☐ Drag less than weight.
- ☐ Drag more than weight.
- ☐ Drag same as weight.

- ☐ Speeding up.
- ☐ Slowing down.
- ☐ Constant speed.



Falling at terminal velocity.

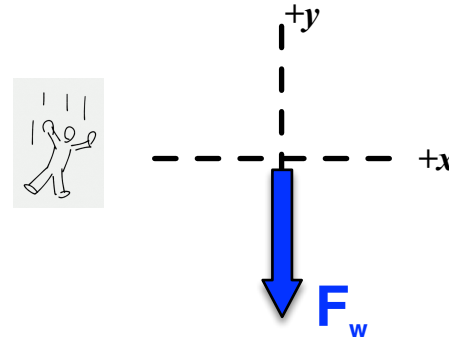
- ☐ Drag less than weight.
- ☐ Drag more than weight.
- ☐ Drag same as weight.

- ☐ Speeding up.
- ☐ Slowing down.
- ☐ Constant speed.

Cycle 5 Bungee & Skydiving

Terminal Velocity 1

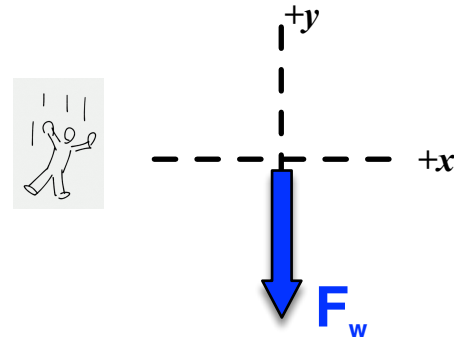
For each situation, draw in a realistically sized Drag vector.



Just started to fall.

- ☐ Drag less than weight.
- ☐ Drag more than weight.
- ☐ Drag same as weight.

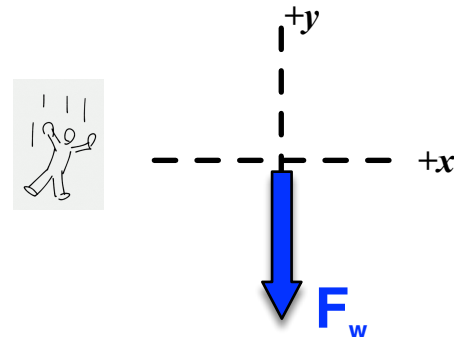
- ☐ Speeding up.
- ☐ Slowing down.
- ☐ Constant speed.



Falling for a while, but not at terminal velocity yet.

- ☐ Drag less than weight.
- ☐ Drag more than weight.
- ☐ Drag same as weight.

- ☐ Speeding up.
- ☐ Slowing down.
- ☐ Constant speed.



Falling at terminal velocity.

- ☐ Drag less than weight.
- ☐ Drag more than weight.
- ☐ Drag same as weight.

- ☐ Speeding up.
- ☐ Slowing down.
- ☐ Constant speed.