d-t graph

slope = velocity

+ slope = + direction

- slope = - direction

straight line: const. $\vec{v}$

curved line: accelerating

flatter = slowing

steeper = speeding

v-t graph

$+\vec{v}$ (quadrant)

+ dir.

$-\vec{v}$ (quadrant)

- dir.

slope = acceleration

area = displacement

+ slope = +a

- slope = -a

straight line = uniform accel.

away from 0 -> speeding up

toward 0 -> slowing down