**Acceleration, Direction and the**

**Velocity of a falling object.**

**All vectors (Velocity, acceleration, momentum) require a direction and sometimes a “normal” ( East, West, North or South) direction can not be assigned to it.**

**Example: a falling object.**

**In these cases a positive or a negative direction can be assigned to the vector.**

**(+) Direction: refers to moving up or to the right.**

**(-) Direction: Refers to down or to the left.**

**If you have the time that an object has been falling you can calculate the velocity of the object by using:**

**V = g x t (V= velocity, g= gravity, t= time)**