

Variable	Name	Description	Units
<b>d</b>	Displacement	How far the object travelled.	m
<b>t</b>	Time	How long the object took to travel.	s
<b>v<sub>i</sub></b>	Initial Velocity	The object's velocity at the start.	m/s
<b>v<sub>f</sub></b>	Final Velocity	The object's velocity at the end.	m/s
<b>a</b>	Acceleration	The object's rate of velocity gain.	m/s <sup>2</sup>

$$d = v_i t + (0.5)at^2$$

$$v_f = v_i + at$$

$$\text{Free Fall: } a = -10 \text{ m/s}^2$$

**Upward Throw**

$$v_f = 0 \text{ at the top}$$