8



Learning Activity Sheet for Science

Quarter 4
Lesson
2



Learning Activity Sheet for Science Grade 8 Quarter 4: Lesson 2 of 8 (Week 2) SY 2025-2026

This material is intended exclusively for the use of teachers in the implementation of the MATATAG K to 10 Curriculum during the School Year 2025-2026. It aims to assist in delivering the curriculum content, standards, and lesson competencies. Any unauthorized reproduction, distribution, modification, or utilization of this material beyond the designated scope is strictly prohibited and may result in appropriate legal actions and disciplinary measures.

Borrowed content included in this material are owned by their respective copyright holders. Every effort has been made to locate and obtain permission to use these materials from their respective copyright owners. The publisher and development team do not represent nor claim ownership over them.

Development Team

Writer:

• Al B. Besmonte (Bicol University)

Validator:

Jessa V. Logronio (Silliman University)

Management Team

Philippine Normal University
Research Institute for Teacher Quality
SiMERR National Research Centre

Every care has been taken to ensure the accuracy of the information provided in this material. For inquiries or feedback, please write or call the Office of the Director of the Bureau of Learning Resources via telephone numbers (02) 8634-1072 and 8631-6922 or by email at blr.od@deped.gov.ph.

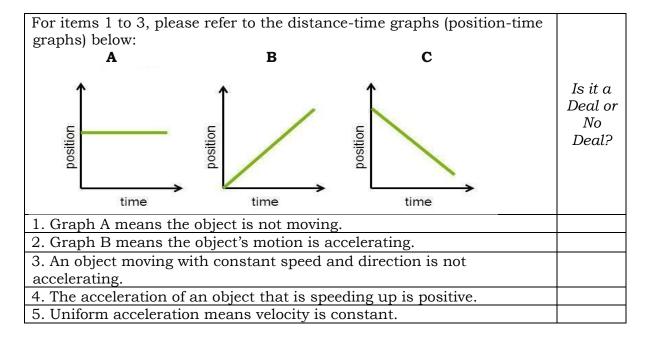
Learning Area:	Science	Quarter:	4th Quarter
Lesson No.:	2	Date:	
Lesson Title/ Topic:	Distance-Time Graph and Velocity Time Graph		
Name:		Grade & Section:	

I. Activity No. 2.1: Deal or No Deal (5 minutes)

- **II. Objective(s):** At the end of the activity, you should be able to recall previous knowledge on distance-time graphs learned in Grade 7 and acceleration from the previous lesson.
- III. Materials Needed: Worksheet, pen, and TV or projector

IV. Instructions:

Let's play a game called Deal or No Deal to review some concepts we learned in Grade 7. It is a "Deal" if the statement is correct; otherwise, it is a "No Deal".



Learning Area:	Science	Quarter:	4th Quarter
Lesson No.:	2	Date:	
Lesson Title/ Topic:	Distance-Time Graph and Velocity Time Graph		
Name:		Grade & Section:	

I. Activity No. 2.2: Matching Type (5 minutes)

- **II. Objective(s):** At the end of the activity, you should be able to define key words for this week's lesson.
- III. Materials Needed: worksheet and pen

IV. Instructions:

Match each term with its corresponding definition.

Term	Definition
1. Parabolic	a. A curve shaped like a parabola.
2. Slope	b. The horizontal axis.
3. X-axis	c. The vertical axis.
4. Y-axis	d. The steepness of a line.

Learning Area:	Science	Quarter:	4th Quarter
Lesson No.:	2	Date:	
Lesson Title/ Topic:	Distance-Time Graph and Velocity Time Graph		
Name:		Grade & Section:	

I. Activity No. 2.3: Constructing and Interpreting a Distance-Time Graph (20 minutes)

- **II. Objective(s):** At the end of the activity, you should be able to:
 - a. construct a distance-time graph, label its axes with appropriate units and quantities, and add its titles; and
 - b. interpret the distance-time graph.
- III. Materials Needed: graphing paper, worksheet, and pencil or pen

IV. Instructions:

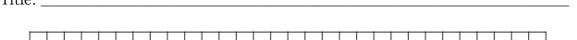
1. Use the provided data to construct a distance-time graph. Interpret it after.

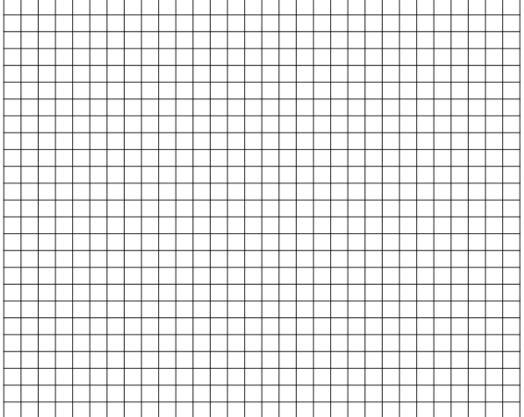
Data of the Distance Traveled by an Object in Uniform Acceleration:

Time (s)	0	1	2	3	4	5
Distance (m)	0	5	20	45	80	125

Steps:

1. Prepare the graph paper.	
2. Label the axes:	X-axis: "Time (s)" ranging from 0 to 5 seconds.
	Y-axis: "Distance (m)" ranging from 0 to 140 meters.
3. Choose a scale:	X-axis: 1 unit = 1 second.
	Y-axis: 1 unit = 20 meters.
4. Plot the points:	At (0, 0): plot a point.
	At (1, 5): plot a point.
	At (2, 20): plot a point.
	At (3, 45): plot a point.
	At (4, 80): plot a point.
	At (5, 125): plot a point.
5. Connect the points:	Draw a line smoothly connecting the points.
6. Add a title	Title the graph "Distance-Time Graph for an Object in
	Motion".





Link: https://incompetech.com/graphpaper/plain/

Interpretation:

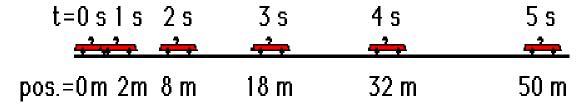
1.	Look at the shape of the graph. Describe how the distance changes over time.
2.	What does the shape of the graph tell you about the car's speed?
3.	What can you say about the car's acceleration? Explain your answer.

Learning Area:	Science	Quarter:	4th Quarter
Lesson No.:	2	Date:	
Lesson Title/ Topic:	Distance-Time Graph and Velocity Time Graph		
Name:		Grade & Section:	

- I. Activity No. 2.4: My Turn to Construct and Interpret a Distance-Time Graph (20 minutes)
- **II. Objective(s):** At the end of the activity, you should be able to:
 - a. construct a distance-time graph;
 - b. label axes with appropriate units and add titles of displacement-time graphs; and
 - c. describe the distance-time graph.
- III. Materials Needed: graphing paper, worksheet, and pencil or pen

IV. Instructions:

Use the provided data to construct a distance-time graph and interpret it after. **Scenario:** A car is moving with forward, changing velocity at a constant rate. It covers the distances given below at specific values of time.

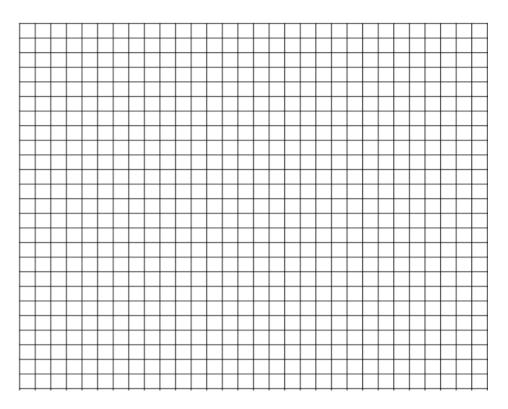


Link: https://www.physicsclassroom.com/class/1DKin/Lesson-3/The-Meaning-of-Shape-for-a-p-t-Graph

Data:

Time (s)	0	1	2	3	4	5
Distance (m)	0	2	8	18	32	50

Title:



Link: https://incompetech.com/graphpaper/plain/

Guide questions:

1. How does the by how much?	ne distance change between each second? Is it increasing, and if so,
2. What does	the shape of the graph tell you about the car's speed?
3. Is the car a your answer.	ccelerating, decelerating, or moving at a constant speed? Explain

Learning Area:	Science	Quarter:	4th Quarter
Lesson No.:	2	Date:	
Lesson Title/ Topic:	Distance-Time Graph and Velocity Time Graph		
Name:		Grade & Section:	

I. Activity No. 2.5: The "Moving Man" Simulation

II. Objective(s): At the end of the activity, you should be able to describe motion graphs and

sketch motion graphs

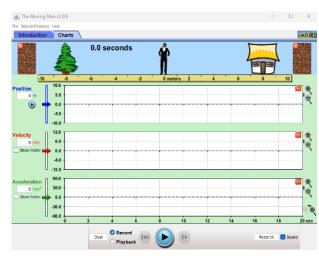
III. Materials Needed:

- Moving Man Simulation from PhET Interactive Simulations
- Worksheet and pen
- Projector/TV

IV. Instructions:

A. Accessing the simulation

Through a web browser, navigate to http://phet.colorado.edu. Click "Play with Sims," then "Physics," then "Motion," then choose the "Moving Man" simulation. Click "Run now" to start the simulation.

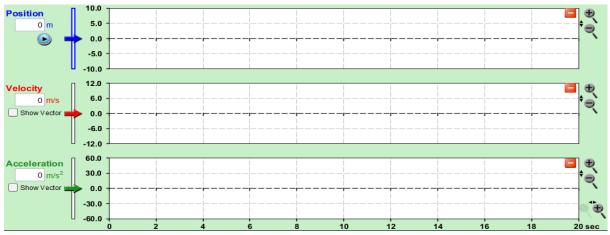


You can also use this link:

https://phet.colorado.edu/sims/cheerpj/moving-man/latest/moving-man.html?simulation=moving-man

B. Experimentation

Experiment 1. Set the velocity as 3 m/s. Then copy and draw your result below.

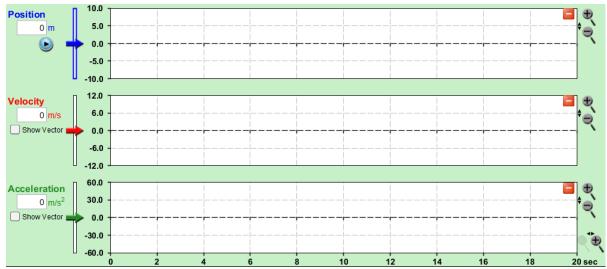


Describe each graph in words.

Position-Time Graph	
Velocity-Time Graph	
Acceleration-Time Graph	

Experiment 2.

Set the velocity as -3 m/s. Then copy and draw your result below.



Describe each graph in words.

Position-Time Graph	
Velocity-Time Graph	
Acceleration-Time Graph	

Ç	uestion:	W	'hat	is	the	dif	ference	between	the	resul	t o	f # 1	and #2?)

Experiment 3.

Click Reset All. Set the acceleration as 2 m/s^2 . Then copy and draw your result below.



Describe each graph in words.

Position-Time Graph	
Velocity-Time Graph	
Acceleration-Time Graph	

Experiment 4.

Set the acceleration as -2 m/s^2 . Then copy and draw your result below.



Describe each graph in words.

Position-Time Graph	
Velocity-Time Graph	
Acceleration-Time Graph	

Learning Area:	Science	Quarter:	4th Quarter			
Lesson No.:	2	Date:				
Lesson Title/ Topic:	Distance-Time Graph and Veloci	nce-Time Graph and Velocity Time Graph				
Name:		Grade &				
Name.		Section:				

- I. Activity No. 2.6: Constructing and Interpreting Velocity-Time Graphs (30 minutes)
- **II. Objective(s):** At the end of the activity, you should be able to:
 - a. construct a velocity-time graph, label its axes with appropriate quantities and units, and add its titles; and
 - b. interpret a velocity-time graph.
- III. Materials Needed: Graphing paper, Worksheet and pencil or pen, Calculator

IV. Instructions:

Part I. Constructing Velocity-Time Graphs. Construct a velocity-time graph using the data of an object's velocity with respect to time.

Time (s)	0	10	20	30	40	50	60	70	80
Velocity (m/s)	0	5	10	15	15	15	10	5	0

A. Construct the Velocity-Time Graph:

- 1. **Collect Data:** Gather time (t) and velocity (v) data.
- 2. **Set Up Axes:** Draw and label the x-axis (time) and y-axis (velocity).
- 3. **Choose Scale:** Set scales for both axes.
- 4. **Plot Data Points:** Plot each (t, v) pair on the graph.
- 5. **Connect Points:** Connect points with a line or curve.
- 6. **Label Graph:** Title the graph and label axes with units.
- 7. **Interpret:** Analyze the graph's shape for motion insights.

B. Calculating the slope

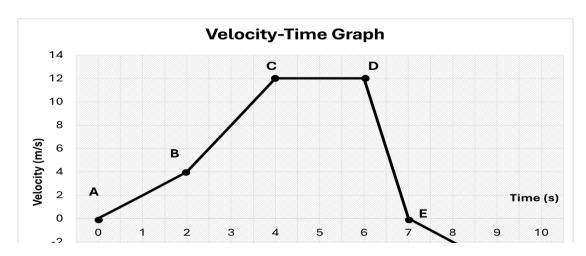
- 1. Select two points from the line.
- 2. Calculate the slope of the line using the formula:

$$slope = \frac{\Delta y}{\Delta x} = \frac{y_2 - y_1}{x_2 - x_1}$$

Computation:			

Part II. Interpreting Velocity-Time Graphs

A velocity-time graph of a body moving in a straight line is shown in the figure below. Answer the following questions based on the graph.



Guide Questions

1.	Compare the motion represented by line segment BC to line segment AB.

2. Calculate the acceleration of line segments AB and BC. Does it agree with your answer in #2?

3.	Describe the velocity and acceleration from 4 s to 6 s.

4. Describe the velocity and acceleration of represented by line segment DE.

Learning Area:	Science	Quarter:	4th Quarter			
Lesson No.:	2	Date:				
Lesson Title/ Topic:	Distance-Time Graph and Velocity	e-Time Graph and Velocity Time Graph				
Name:		Grade &				
Maine.		Section:				

I. Activity No. 2.7: Brain Dump Exit Ticket

- **II. Objective(s):** At the end of the activity, you should be able to summarize the concepts involving velocity-time graphs of motion with uniform and non-uniform acceleration
- III. Materials Needed: worksheet and pen

IV. Instructions:

Recall everything you learned from the lesson and freely write them on the Brain Dump sheet. To help you with the contents that you can include, be guided by the following questions.

Guide questions:

- 1. What are the steps in constructing a distance-time graph? How about a velocity-time graph?
- 2. What does the distance-time graph look like for uniform acceleration? How about non-uniform acceleration?
- 3. What does the velocity-time graph look like for uniform acceleration? How about non-uniform acceleration?

