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| --- | --- |
| Distance (cm) | The values to the right are for making a ticker tape that simulates a tape made by a spark timer set at 100 marks per second pulled by a freely falling object. The tape can be used for a wide range of activities, including the University of Washington Tutorial “Velocity.” |
| 0.0 | 74.5 |
| 0.2 | 78.4 |
| 0.4 | 82.4 |
| 0.8 | 86.4 |
| 1.2 | 90.6 |
| 1.8 | 94.9 |
| 2.4 | 99.2 |
| 3.1 | 103.7 |
| 4.0 | 108.2 |
| 4.9 | 112.9 |
| 5.9 | 117.6 |
| 7.1 | 122.5 |
| 8.3 | 127.4 |
| 9.6 | 132.5 |
| 11.0 | 137.6 |
| 12.5 | 142.9 |
| 14.2 | 148.2 |
| 15.9 | 153.7 |
| 17.7 | 159.2 |
| 19.6 | 164.8 |
| 21.6 | 170.6 |
| 23.7 | 176.4 |
| 25.9 | 182.3 |
| 28.2 | 188.4 |
| 30.6 | 194.5 |
| 33.1 | 200.7 |
| 35.7 | 207.0 |
| 38.4 | 213.4 |
| 41.2 | 220.0 |
| 44.1 | 226.6 |
| 47.1 | 233.3 |
| 50.2 | 240.1 |
| 53.4 | 247.0 |
| 56.6 | 254.0 |
| 60.0 | 261.1 |
| 63.5 |  |
| 67.1 |  |
| 70.8 |  |