Solving Quadratics Graphically Virginia Department of Education Algebra Instructional Modules Reporting Category: Equations and Inequalities

Background Information:

• Students will need to know how to identify a x-intercept and a y-intercept.

• Students will need to have experience using the Y= function and the table function of the graphing calculator.

Materials and Equipment:

- Graphing calculator and view screen
- Overhead projector
- Each student will need graphing calculator and handouts.

Notes to Teacher:

• In this activity students "discover" the significance of numbers in the quadratic equation.

- In this activity sheet, the equation, graph and table are ALREADY matched. You will need to make multiple copies to use this activity fully.
- In this activity students will relate the equation of a quadratic to the graph of the quadratic and to a table of values.
- Each piece of information may be used in more than one way
- Suggestions:
 - Ocopy the handout, cut up the pieces, tape each on an card, you will want to number the cards and have a "key" card so you can do a quick check of the student's mathematics.
 - Each day, hand out the index cards with the tables on them, have students find equation of their own quadratic.
 - o Repeat the activity at the beginning of class as a quick review daily.
 - o Repeat the process with the graph.

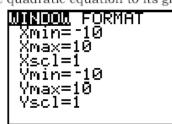
Bonus: Repeat the process with the equation having the students sketch the graph or give you a table of values for the equation that they are holding. Relate the f(x) to the ordinate on the graph.

Bonus: Discuss the stretching action of a GCF and how to determine if the graph has been stretched or shrunk and by what value. Discuss complex roots and why there are no real roots.

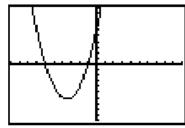
- Students may work alone or in pairs on this activity.
- The time allotted for this activity varies depending on the ability level of the students.

Activity Sheet: Match the quadratic equation to its graph and to its table of

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Y 64		0.0	

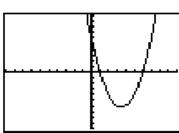






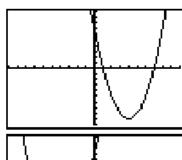
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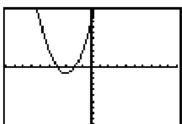
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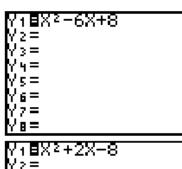
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M6= M2=	
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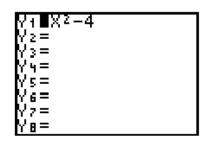


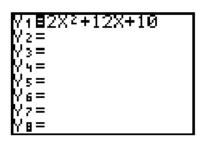
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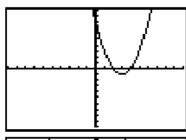


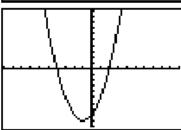
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ÿ s =		
Y 6 =		
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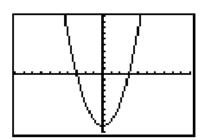
V1≣X2-9	
Y2= Y3=	
Y4= Y5=	
Ϋ́ 6=	
Y7= Y8=	

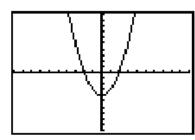


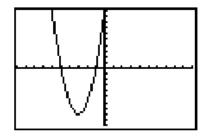




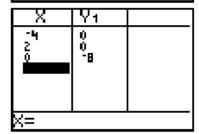








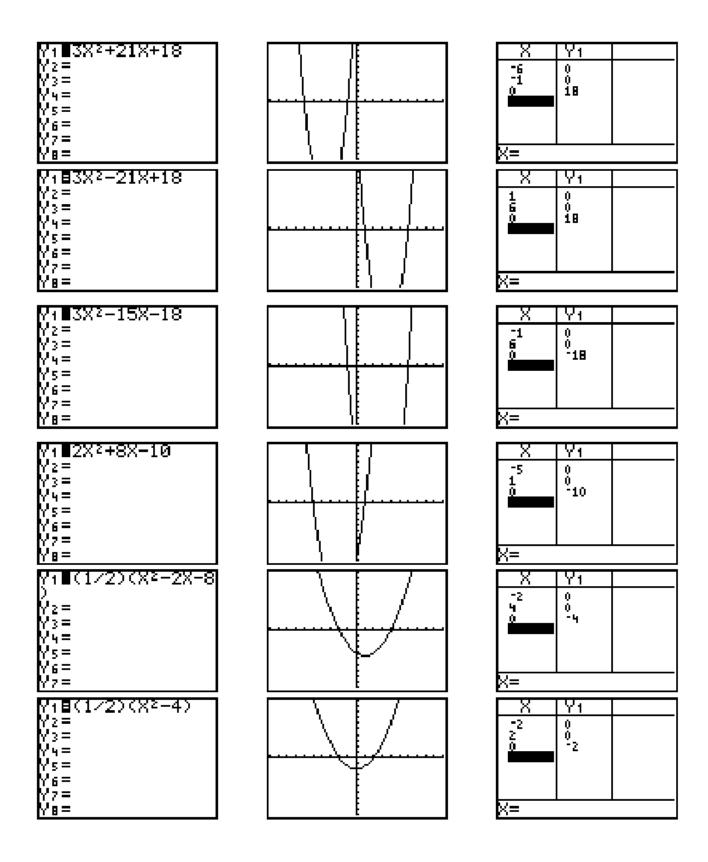
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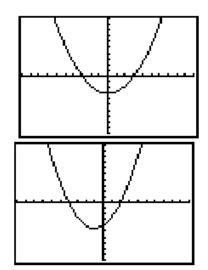
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PROGRAM: IMAG •ClrDraw •Text(4,30,"IMAG INARY") •Text(35,76,"REA LS")