



Learning Works Charter School

Integrated Math 2A
Module 1



Student Name: _____ Teacher Name: _____

As you work through the chapters in your Integrated Math 2 course, you will be encouraged to think and to make conjectures while you persevere through challenging problems and exercises. You will make errors – and that’s okay! Learning and understanding occur when you make errors and push through mental roadblocks to comprehend and solve new and challenging problems.

Text: *Integrated Math 2*, Big Ideas, 2016

**To ensure you are learning, you must show your work for all exercises.
YOU WILL NOT EARN CREDIT FOR ANSWERS WITHOUT WORK.**

Chapter 1: Functions and Exponents (1.1-1.6)

- _____ Maintaining Mathematical Proficiency (page 1): Complete exercises #1-8 **all**
- _____ 1.1 Absolute Value Functions: Read the lesson and complete exercises #1, 2, 5, 7, 9, 13, 15, 17, 18, 27, 29, 33, 34, 45, 46
- _____ 1.2 Piecewise Functions: Read the lesson and complete exercises #3, 5, 7, 8, 11, 13, 15, 17, 18, 21, 31, 37, 39, 56, 58
- _____ 1.3 Inverse of a Function: Read the lesson and complete exercises #1, 3, 4, 5, 6, 9, 13, 15, 17, 23, 32-27 **all**
- _____ 1.4 Properties of Exponents: Read the lesson and complete exercises #5-9 **all**, 11, 12, 13, 15, 17, 19, 21, 23-28 **all**, 31, 32, 35, 36, 47, 70, 71
- _____ 1.5 Radicals and Rational Exponents: Read the lesson and complete exercises #1, 3-7 **all**, 9-13 **all**, 15, 17, 19, 20, 23, 27, 29, 30, 57
- _____ 1.6 Exponential Functions: Read the lesson and complete exercises #1, 3, 5, 7, 9, 11, 12, 18, 21, 23, 75, 76, 77, 78

Students must complete the Chapter Review and Project with a teacher or tutor at school.

- _____ Chapter Review (pages 52-54): Complete exercises #1-7 **all**, 9-33 **all**
- _____ Complete the attached Project (**No project = No credit**)

A teacher or tutor reviewed the Chapter Review and Project with the student.

Date: _____ Signature: _____

<i>Grade</i>

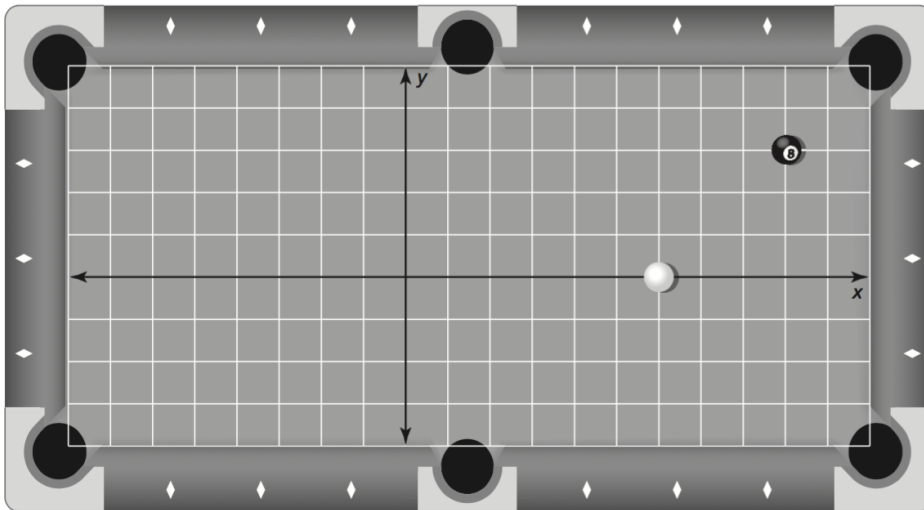
Integrated Math 2 Project
Module 1: Functions and Exponents
Textbook Pages 1-57

Pool Shots

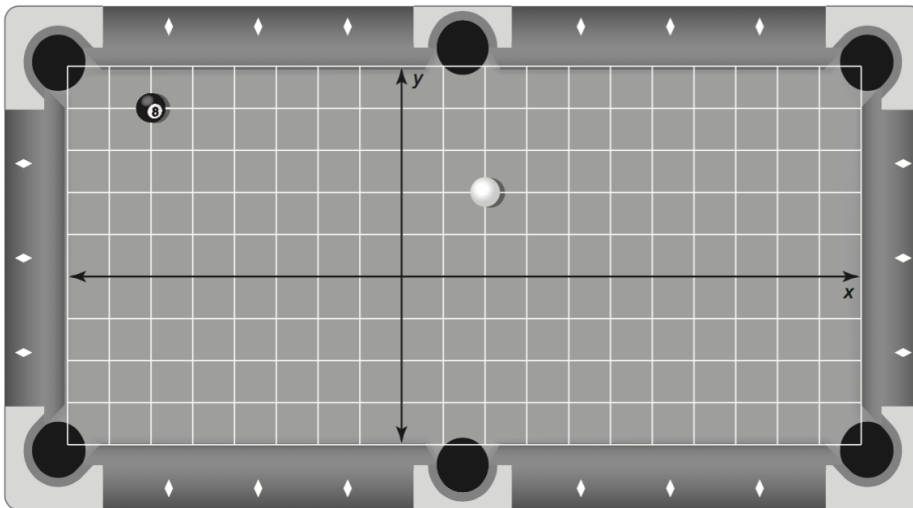
How can mathematics help you become a better pool player? What type of function could you use to sink a pool ball? What aspects of the function will help the shot be successful?

1. There are a variety of ways to play pool. Most of the goals include hitting the cue ball (white ball) with a cue stick so it hits another ball which follows a path into a pocket. A coordinate plane is drawn over the pool table below. Graph each function in the coordinate plane and determine whether you believe the shot will go into the pocket. Explain.

a. $f(x) = x - 6$

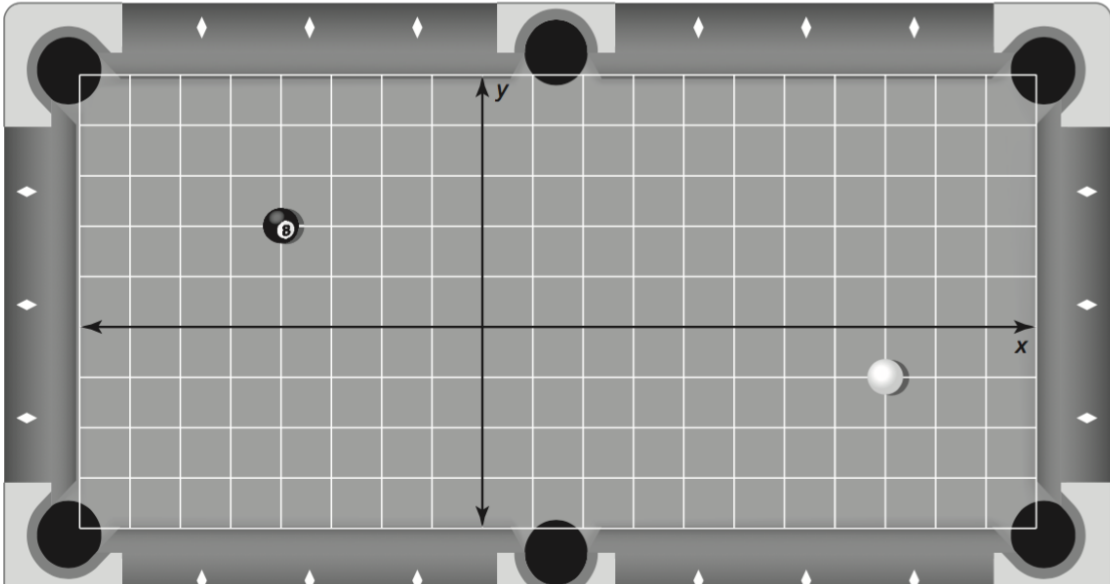


b. $f(x) = -\frac{1}{3}x + 2$

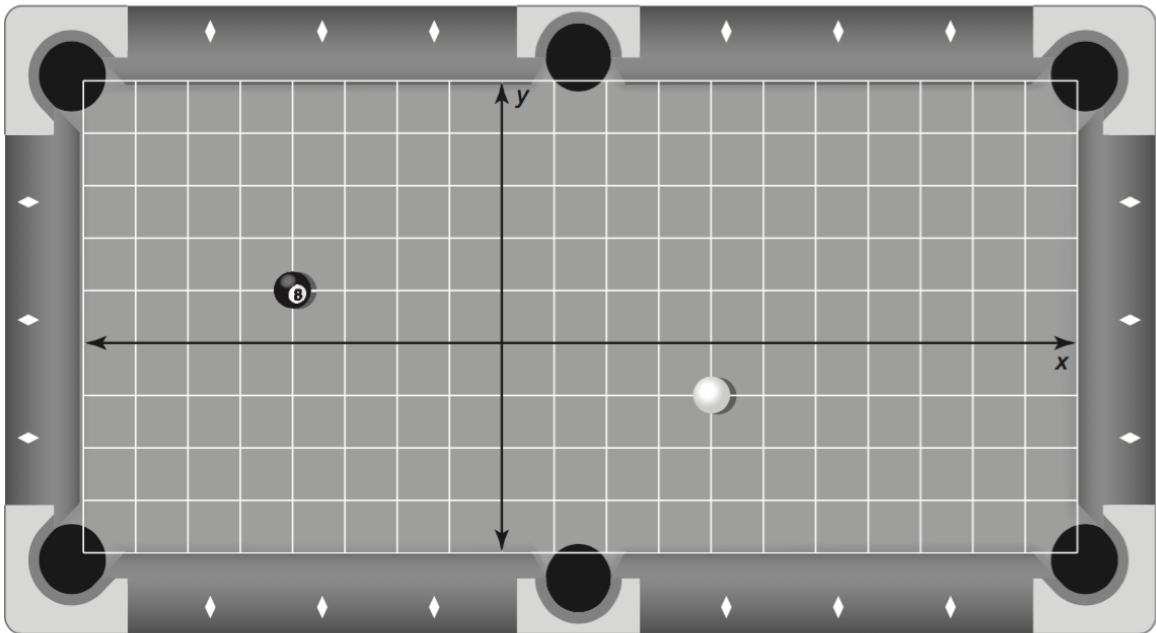


2. When playing pool it is often helpful to bank a shot. One method of banking a shot involves calculating the angle so that the shot can hit the rail and reflect off at the same angle into a pocket. Graph each equation in the coordinate plane. Does the equation represent the path of a bank shot into a pocket? Explain.

a. $f(x) = |0.75x - 3| - 4$



b. $f(x) = -|1.25x + 1| + 5$



3. Given the coordinate plane and pool table below, write an equation whose graph would trace the path for a shot that would put the ball in a pocket. Graph the equation. In which pocket would the ball go?

