



# Essential Ideas

## THREE MEANINGS OF MINUS

- For each of the following, write an explanation of what the minus sign means.
  - 2
  - $-(2 + 2x)$
  - $x - 2$
  - $-y$

## OPPOSITES

- Find the opposite of each quantity. Remember: A quantity and its opposite add up to zero.
  - $x$
  - 2
  - 2
  - $-x$
  - $x + 2$
  - $x - 2$

## ADDING AND SUBTRACTING

In problems 3-4 you may want to make sketches or use the Lab Gear.

- Simplify. (Add and combine like terms.)
  - $(y^2 + x^2 - 3y) + (y + 3x^2 - x^2)$
  - $x + (25 - yx - y^2) + (xy - y - x)$
- Simplify. (Subtract; combine like terms.)
  - $(4 - x^2 - 5x) - 3x - 2$
  - $(4 - x^2 + 5x) - (3x - 2)$
  - $(4 + x^2 - 5x) - (3x + 2)$
  - $(-4 - x^2 - 5x) - (-3x + 2)$

## MULTIPLYING

In problems 5-8 you may want to make sketches or use the Lab Gear.

- Multiply.
  - $2x \cdot 4x$
  - $5x \cdot 6y$
  - $3xy \cdot 10$
- The quantity  $36xy$  can be written as the product  $9x \cdot 4y$ . Write  $36xy$  as a product in at least four other ways.
- Multiply.
  - $2(x + y - 5)$
  - $x(x + y + 5)$
  - $x(-x + y + 5)$

- Choose two of the three multiplications in problem 7. Make a sketch of what they look like when modeled with the Lab Gear.

## EXPONENTIAL NOTATION

- Write each of these numbers in exponential notation. If possible, find more than one way. It may help to use your calculator.
  - 32
  - 64
  - 256
  - 4096
  - 1
  - 6561

## FUNCTIONS AND FUNCTION DIAGRAM

For each of the following problems:

- Copy the table.
- Describe the rule that allows you to get  $y$  from  $x$ .
- Use the rule to find the missing numbers. (In some cases, the missing numbers may be difficult to find; use trial and error and a calculator to make it easier.)
- Write  $y$  as a function of  $x$ .

10.

$x$	$y$
-1	-7
4	28
0	
	7

11.

$x$	$y$
3	4
12	1
6	2
	5

12.

$x$	$y$
5	2
	4
1	
	-1

- Make a function diagram in which the output ( $y$ ) is always 4 more than the input ( $x$ ).
  - Write a rule (function) for your function diagram.

14. a. Make a function diagram in which the output ( $y$ ) is always 4 times the input ( $x$ ).  
 b. Write a rule (function) for your function diagram.
15. Make a function diagram with *time* on the  $x$ -number line (show one hour from the bottom to the top), and *distance* on the  $y$ -number line, to represent the motion of a cyclist riding at a constant speed of 15 miles per hour. Your diagram should have five in-out lines.

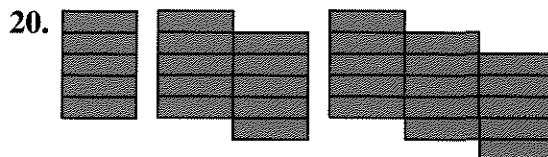
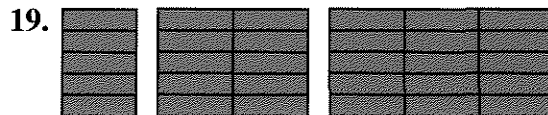
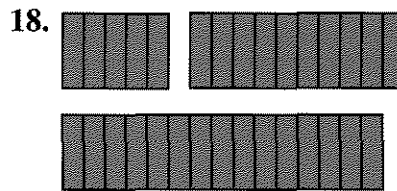
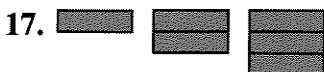
**PATTERNS AND FUNCTIONS**

16. Look at the sequence of figures. Think about how it would continue, following the pattern. Then:  
 a. Sketch the next figure in the sequence.  
 b. Copy and complete a table like the one below.  
 c. Describe the pattern in words.



Figure #	Perimeter
1	...
2	...
3	...
4	...
10	...
100	...
$n$	...

Repeat problem 16 for these sequences.



21. In problem 16, what figure would have a perimeter of  $88x + 2$ ? Use trial and error if necessary.
22. Which sequence in problems 17-20, if any, contains a perimeter of  
 a.  $2x + 100$ ?  
 b.  $100x + 2$ ?  
 c.  $100x + 100$ ?
23. Look at the  $xy$ -block.  
 a. What is the perimeter of its top face?  
 b. What is its perimeter if  $y = 1, 2, 3, 4, 10$ ? (Do not substitute a number for  $x$ .) Arrange your answers in a table.  
 c. Compare your table with those in problems 16-20. It should be the same as one of them. Which one? Explain.
24. Use blue blocks to make a figure. Substitute 1, 2, 3, ... for  $y$  in its perimeter to get the same sequence as problem 18. Check your work; make a table.

**GEOBOARD TRIANGLES**

25. On dot paper, sketch triangles having area 18, and having  
 a. one horizontal and one vertical side;  
 b. one horizontal side, no vertical side;  
 c. no horizontal or vertical side.