Name

\_\_\_\_ Date \_\_\_\_

CYU 2.1 Transformations of Quadratic Functions DAY ONE

☑ Use when you get it right all by yourself

**S**Use when you did it all by yourself, but made a silly mistake

H Use when you could do it alone with a little help from teacher or peer

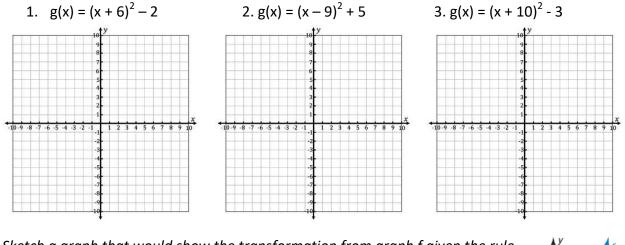
**G** Use when you completed the problem in a group

X Use when a question was attempted but wrong (get help)

**CONCEPTS** BASIC INTERMEDIATE ADVANCED Describing Transformation 1 - 3 7 - 9 10 - 16 **Graphing Quadratics** 4, 5 1, 2, 3, 6 Using your Calculator 7 - 9 1 - 3 Identifying the Vertex 10 - 12 13 - 16

₿ Use when a question was not even attempted

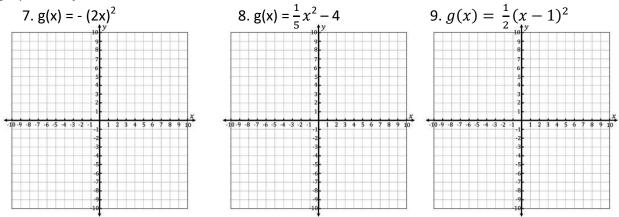
Describe the transformations of  $f(x) = x^2$  represented by g. Then graph each function.



Sketch a graph that would show the transformation from graph f given the rule.4. y = f(x - 1)5. y = f(x) + 16. y = f(x - 1) + 1

Pd

Describe the transformation of  $f(x) = x^2$  (the quadratic parent function) represented by g. Then graph each function.



Describe the transformation of the graph of the parent quadratic function. Then identify the vertex.

10.  $f(x) = -2x^2 + 5$  11.  $f(x) = \frac{1}{2}(x-1)^2$  12.  $f(x) = 3(x+2)^2 + 1$ 

Write the rule for g(x) described by the transformations of the graph of f(x). Then identify the vertex.

13.  $f(x) = 8x^2 - 6$ ; horizontal stretch by a factor of 2 and a translation 2 units up, followed by a reflection over the y-axis.

- 14.  $f(x) = (x + 6)^2 + 3$ ; horizontal compression by a factor of  $\frac{1}{2}$  and a translation 1 unit down, followed by a reflection over the x-axis.
- 15.  $f(x) = x^2$ ; vertical stretch by a factor of 4 and a reflection over the x-axis, followed by a translation 2 units up.

16.  $f(x) = x^2$ ; vertical compression by a factor of  $\frac{1}{3}$  and a reflection over the y – axis, followed by a translation 3 units right.

**CYU Reflection:** *How far can you go: basic, intermediate, or advanced?* **Rate your mastery level!** 

How confident are you with the skills this CYU covered? Circle the score you would give yourself.

