$\qquad$ Date $\qquad$ Pd $\qquad$ 6.7 Modeling Exponential \& Logarithmic Functions DAY ONE CYU
$\square$ Use when you get it right all by yourself
$\boldsymbol{S}$ Use when you did it all by yourself, but made a silly mistake
$\boldsymbol{H}$ Use when you could do it alone with a little help from teacher or peer
$\boldsymbol{G}$ Use when you completed the problem in a group
X Use when a question was attempted but wrong (get help)
$N$ Use when a question was not even attempted

| CONCEPTS | BASIC | INTERMEDIATE | ADVANCED |
| :--- | :---: | :---: | :---: |
| Real-World Application |  |  | $1-6$ |
| Exponential Regression |  | $1-4$ |  |
| Using models to predict |  | $5-6$ |  |

1. MODELING WITH MATHEMATICS A store sells motorized scooters. The table shows the numbers $y$ of scooters sold during the xth year that the store has been open. Write a function that models the data.


| $x$ | $y$ |
| :---: | :---: |
| 1 | 9 |
| 2 | 14 |
| 3 | 19 |
| 4 | 25 |
| 5 | 37 |
| 6 | 53 |
| 7 | 71 |

2. MODELING WITH MATHEMATICS The table shows the numbers y of visits to a website during the xth month. Write a function that models the data. Then use your model to predict the number of visits after 1 year.

| $\boldsymbol{x}$ | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\boldsymbol{y}$ | 22 | 39 | 70 | 126 | 227 | 408 | 735 |

3. MODELING WITH MATHEMATICS Your visual near point is the closest point at which your eyes can see an object distinctly. The diagram shows the near point $y$ (in centimeters) at age $x$ (in years). Write an exponential model for original data.

4. USING TOOLS A doctor measures an astronaut's pulse rate y (in beats per minute) at various times $x$ (in minutes) after the astronaut has finished exercising. The results are shown in the table. Use a graphing calculator to find an exponential model for the data. Then use the model to predict the astronaut's pulse rate after 16 minutes.


| $\boldsymbol{x}$ | $\boldsymbol{y}$ |
| :---: | :---: |
| 0 | 172 |
| 2 | 132 |
| 4 | 110 |
| 6 | 92 |
| 8 | 84 |
| 10 | 78 |
| 12 | 75 |

5. USING TOOLS An object at a temperature of $160^{\circ} \mathrm{C}$ is removed from a furnace and placed in a room at $20^{\circ} \mathrm{C}$. The table shows the temperatures d (in degrees Celsius) at selected times t (in hours) after the object was removed from the furnace. Use a graphing calculator to find a logarithmic model (STAT, CALC, 9: LnReg) of the form $t=a+b \ln d$ that represents the data. Estimate how long it takes for the object to cool to $50^{\circ} \mathrm{C}$.

| $\boldsymbol{d}$ | 160 | 90 | 56 | 38 | 29 | 24 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\boldsymbol{t}$ | 0 | 1 | 2 | 3 | 4 | 5 |

6. USING TOOLS The f-stops on a camera control the amount of light that enters the camera. Let $s$ be a measure of the amount of light that strikes the film and let f be the f -stop. The table shows several f-stops on a 35 -milimeter camera. Use a graphing calculator to find a logarithmic model of the form $s=a+b \ln f$ that represents the data. Estimate the amount of light that strikes the film when $\mathrm{f}=5.657$.


| $\boldsymbol{f}$ | $\boldsymbol{s}$ |
| :---: | :---: |
| 1.414 | 1 |
| 2.000 | 2 |
| 2.828 | 3 |
| 4.000 | 4 |
| 11.314 | 7 |

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.


