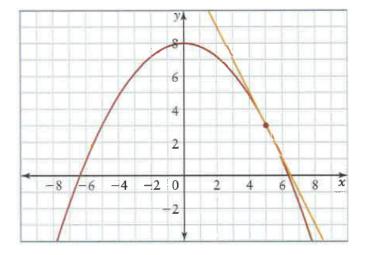
## W2 – 1.6 Instantaneous Rates of Change MHF4U

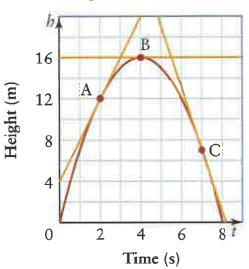
- 1) Consider the graph shown.
- a) State the coordinates of the tangent point
- **b)** State the coordinates of another point on the tangent line
- **c)** Use the points you found to find the slope of the tangent line



- d) What does the slope of the tangent line represent?
- **2)a)** At each of the indicated points on the graph, is the instantaneous rate of change positive, negative, or zero?
- $\mbox{\bf b)}$  Estimate the instantaneous rate of change at points A and C.

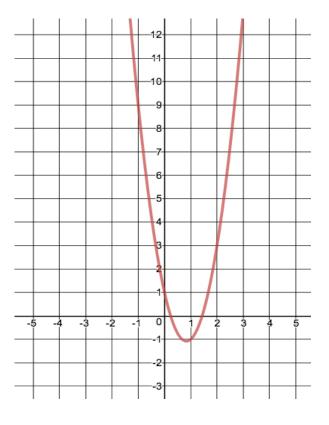
**c)** Interpret the values in part b) for the situation represented by the graph.



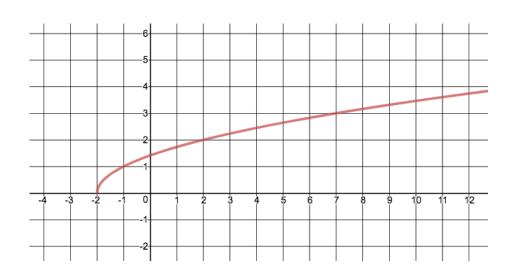


3) Use the graph of each function to estimate the instantaneous rate of change at x=2 by drawing a tangent line and calculating it's slope.

a) 
$$3x^2 - 5x + 1$$



**b)** 
$$\sqrt{x+2}$$



4) Verify your answers from question #3 by calculating the LIMIT of the secant slopes as you approach x=2.

a)

Interval	$\Delta y$	$\Delta x$	Slope of secant $=\frac{\Delta y}{\Delta x}$
$2 \le x \le 2.5$			
$2 \le x \le 2.1$			
$2 \le x \le 2.01$			
$2 \le x \le 2.001$			

b)

Interval	$\Delta y$	$\Delta x$	Slope of secant $=\frac{\Delta y}{\Delta x}$
$2 \le x \le 2.5$			
$2 \le x \le 2.1$			
$2 \le x \le 2.01$			
$2 \le x \le 2.001$			

**5)** Use the chart below to estimate the slope of the tangent to the curve  $y = \sqrt{2-x}$  at x = 1. Have 4 (four) decimal place accuracy in the "slope of secant" column. (4 mks)

Interval	Change in $y = \Delta y$	$\Delta x$	$\frac{\Delta y}{\Delta x}$ = slope of secant
$0 \le x \le 1$			
$0.5 \le x \le 1$			
$0.9 \le x \le 1$			
$0.99 \le x \le 1$			
$0.999 \le x \le 1$			

Predicted Slope of the Tangent when $x = 1 \dots$	$\_$ (follow the trend in the $4^{ ext{th}}$ column)
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**6)** The data shows the percent of households that play games over the internet.

Year	1999	2000	2001	2002	2003
% of Households	12.3	18.2	24.4	25.7	27.9

**a)** Determine the average rate of change, in percent, of households that played games over the internet from 1999 to 2003.

**b)** Estimate the instantaneous rate of change in percent of households that played games over the internet in the year 2000. Use the method of averaging a preceding and following interval AND the method of choosing a surrounding interval.

7) Consider the data below describing the height of the world's tallest modern human, Robert Wadlow (1918-1940). At his death at 22 years of age, his height was 8 feet, 11.1 inches.

Age in years	4	8	10	13	16	18	19	21	22
Height in cm	160	190	200	220	240	250	260	268	272

**a)** Find average rate of change in Wadlow's height between the ages of 4 and 22. Show proper units and notation.

**b)** Estimate the instantaneous rate of change for Robert Wadlow's height when he was 16 years of age using 2 methods.