Possible 5-3 Activities

FM: 4.3: graphs of f, g- Find combo values

#13-14: Formulas: Find domains

#15: Break down as 2 functions

Applications: f = x^2 + bx -3. If f(2)=-9, find b.

f = 5x-2b, g = 4bx, find g(f(1))

f = cx-3, g = cx + 5. Find c so f(g) = g(f)

f, g table: Find various f(g)’s, etc.

S-Z: p. 361: finding domain of f(g). Some involve sign charts.

p. 366: Good socks and shoes analogy (socks before shoes vs. other way around).

G of g.

p. 367: V(r(t)) of balloon

p. 370: Break down into individual functions

p. 371: Find f(g)’s , etc. via graphs of f, g.

Active Reading:

7.1: Intro 7.1.1, 7.1.2: Oil spill: A(r(t))

7.1.4: Values of f, g in f(1)=7 notation. Find f(g(5)), g(f(1)), etc.

7.1.5: Animated function machines

7.1.7: Graph of f, g, find various combo values

7.3: 7.3.1: Find f(g(5)) from inside out method vs. 7.3.3: Find f(g(x)) first and plug in x=5.

Good car analogy: f(g(x)) = “car” as a whole, but with interdependent systems.

7.3.4, 7.3.5: Drug in bloodstream

Good stories in 7.3

APC: 1.6: 1.6.2: Graphs of f, g: Find various values.

1.6.5: HW #1-3 and #6: Stories and meanings for f(g(t))

#11: V = f(h)=(pi/3)h^2 (12-h): What is domain, range? With V(t)

1.9: Combining functions: HW #9: Meaning of combos

Calc-Medic: 1.7: # of tiles implies cost

Given graph of f and g=AbsVal(x): Graph f(g) and g(f)

MFG: No chapter on composition. Note: 2.4: Draw graph or find graph for given situations.((1-3: changing in Tandem?).