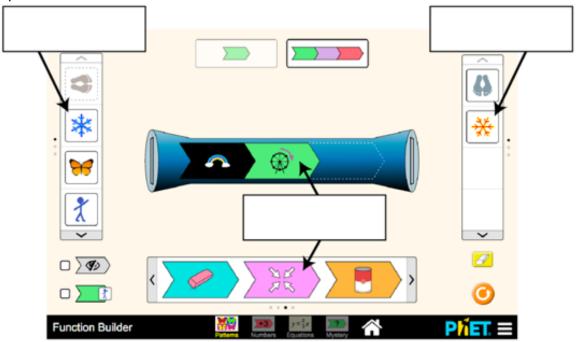
Name:	
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PART 1: WHAT IS A FUNCTION?

- ⇒ = turn and talk. Stop and share your responses with your partner. If you have different responses, try to come to a consensus.
 - 1. Now that you've played with the sim for a bit, come up with words to label these parts of a function:



2. Share your labels with your group. Describe the similarities below:

3. The blue "builder" in the middle of the screen is a function. Describe what a function is using the labels you've agreed on as a class: ■

4. Suppose you build the following function:



a. Complete the following table, showing what happens after going through the function.

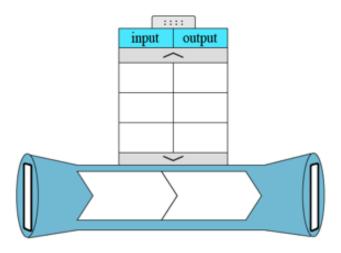


b. Write a rule that describes what the function does. Compare with your group.

PART 2: DIFFERENT KINDS OF FUNCTIONS

NUMBERS SCREEN

1. Build a function. Fill in the function builder and table.

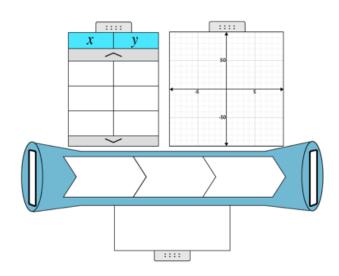


- 2. What is the output when the input is 10? Switch papers with a teammate and check that you found the correct output.
- 3. Describe how to find the output for your function if given any input. **Challenge** yourself to describe in multiple ways.

EQUATIONS SCREEN

4. Build a custom function. Fill in the function builder and representations.

5. What is *y* when *x* is 100?



6. Manipulate your function in different ways. Describe the effects on the table, graph, and equation that each of your actions has.

graph, and equation that each or your actions has.					
Action	Effect on table	Effect on graph	Effect on equation (unsimplified AND simplified!)		
Click the up arrow on the addition operation					
+ 1					

- 7. What does your graph look like? What other graphs can you make?
- 8. In general,
 - a. how does the addition operation impact the graph of your function?
 - b. how does the subtraction operation impact the graph?
 - c. how does the multiplication operation impact the graph?
 - d. how does the division operation impact the graph?