Exploring Absolute Value Transformations with TI-Nspire Teacher Guide Algebra II

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Activity Overview

Students will explore the characteristics of an absolute value function.

TN Algebra II Standards:

CLE 3103.3.2 Understand, analyze, transform and generalize mathematical patterns, relations and functions using properties and various representations. (Level 4 on Webb's Depth of Knowledge)

SPI 3103.3.10 Identify and/or graph a variety of functions and their translations.

✓ 3103.3.4 Analyze the effect of changing various parameters on functions and their graphs.
✓ 3103.3.11 Describe and articulate the characteristics and parameters of a parent function.

> Open the TI-Nspire document Exploring AbsoluteValue Transformations

- > Press (ctr) > to move to page 1.2 and begin the lesson
- 1. Write the <u>vertex form</u> of a absolute value function.
- 2. Observe the characteristics of the absolute value parent graph on page 1.2.

List the characteristics observed:

Answers will vary. Teacher will be looking for:

"V" shape graph; opens upward; looks like a smile; the graph goes through (0, 0) or the origin; a = 1; h and k equal zero.



Exploring "a."

3. Increase and decrease the value of "a." Describe what is happening to the function. **Possible answers:** The graph opens upward when a > 0. When a < 0, the graph opens downward. When 0 < a < 1 and -1 < a < 0, the function is wider. When a < -1 and a > 1, the graph is stretched up or down.

4. Complete the statements below. When "a" positive, the function <u>opens upward.</u> Therefore, when "a" is positive, the graph has a <u>Maximum</u> (Maximum or Minimum) When "a" negative, the function <u>opens downward.</u> Therefore, when "a" is negative, the graph has a <u>Minimum</u> (Maximum or Minimum)

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5. What happens when a = 0 and -1 < a < 1? The graph is a horizontal line. y = 0 (Explain to the students mathematically by substituting zero in for a in the vertex form of the absolute value function.) Reinforce that when a is between -1 and 1, the function is wider.

Exploring "h."

6. Increase and decrease the value of "*h*." Describe what is happening to the function. The function moves <u>*left and right.*</u>

7. Complete the statements below.

When "*h*" positive, the function <u>moves right</u>.

When "h" negative, the function <u>moves left.</u>

Exploring "k."

8. Increase and decrease the value of "*k*." Describe what is happening to the function. The function moves <u>*up and down*</u>.

Complete the statements below.
When "k" positive, the function <u>moves up.</u>

When "k" negative, the function *moves down*.

10. Ose your 11 respire to	discover now to find the vertex.
Parameters: $a = 1$	This is called the parent function .
h = 0	Vertex form: $y = 1 x-0 + 0$
k = 0	Simplify $y = x $
	Identify the coordinates of the minimum. $(0, 0)$
Parameters: $a = .5$	How did the function move? <i>The function moved to the left 3 units.</i>
h = -3	Vertex form: $y = .5 x+3 $
$\kappa = 0$	Identify the coordinates of the minimum. $(-3, 0)$
Parameters: $a = 2$	How did the function move? <i>The function moved to the right 1</i>
h = 1	units and up 2.5 units.
<i>k</i> = 2.5	Vertex form: $y = 2 x-1 + 2.5$
	Identify the coordinates of the minimum. (1, 2.5)
D	How did the function move? <i>The function moved left 2 units and</i>
Parameters: $a = -\frac{3}{3}$	down 3.5 units.
h = -2.3 k = -1.5	Vertex form: $y = -\frac{1}{3} x + 2.3 - 1.5$
	Identify the coordinates of the minimum. (-2.3, -1.5)

10.	Use vour	TI-Nspire	to discover	how to	find the	Vertex?
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11. Define vertex. (Use h, k and vertex form in your definition) **Possible answer:** <u>The vertex of</u> <u>an absolute value function is where the maximum or minimum is located at (h, k). You can <u>also find the vertex from vertex for.</u></u>

Assessment:

On a piece of paper, do the following:

- Make a sketch of the absolute value functions.
- Identify the vertex.
- Is there a maximum or minimum? Why?

a.) y = 3|x-4|-2

Vertex: (4, -2); minimum

b.) y = -|x+4| + 2Vertex: (-4, 2); maximum

c.)
$$y = \frac{1}{2}|x+1|+3$$

Vertex: (-1, 3); minimum

d.) y = -2|x-3|

Vertex: (3, 0); maximum