

## UNIT 3: SACK RACE: QUANTITATIVE

Activity 1: Sack Race  
(SCSRU3A1.8xv)

### **Goal**

Create an exciting race by adjusting Actor B's position graph so that Actor B ends in a tie with Actor A.

**Remind students to include units!**

### **World**

The World will have as many Actors as there are students collected (or received). All Actors should start at 0 ft and end in 10 seconds at 20 ft in order to tie with Actor A. The velocities of the Actors can vary as students have complete creative control in this activity.

### **Graph**

The class' set of functions will vary in many ways. All functions should intersect at two points  $(0, 0)$  and  $(10, 20)$ . The functions can intersect at other points as well. The domain of all functions should be the same.