

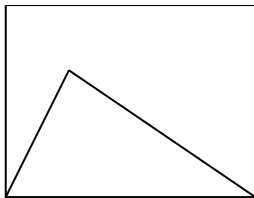
FUNCTION CARNIVAL RATE GRAPHS



Go to student.desmos.com and do the Desmos activity called Function Carnival.

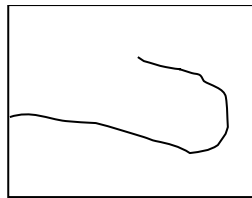
1. Here are some student sketches of the Cannon Man graph, the Bumper Car graph, and the Ferris Wheel graph. Maybe you did a better job than these students.
 - a. Which of these could be the graph of a function? Explain.
 - b. Which of these graphs show increases? Decreases? Explain.
 - c. Which of these graphs appear to be linear? Nonlinear? Explain.

Cannon Man
(height off ground vs time)



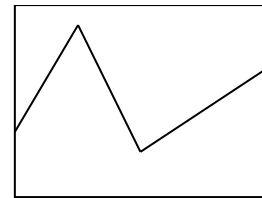
function

Bumper Car
(distance traveled vs time)



not a function

Ferris Wheel
(height off ground vs time)



function

2. Draw sketches for the following. Notice that changes have been made to the variables.

Graphs will vary.

Cannon Man
(height off ground vs time)

vertical distance
will increase and
then decrease
over time

Bumper Car
(distance traveled vs time)

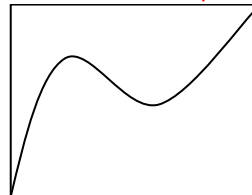
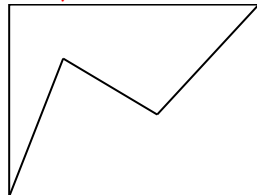
speed will stay
constant (or
close to it) over
time

Ferris Wheel
(height off ground vs time)

distance
traveled will
increase at a
constant rate
over time

3. Look at the following two graphs below. Describe how they are different. Describe how they are the same. Use vocabulary like on **Practice 5 in Packet 4**.

Both represent a function, both increase and decrease; the first is linear, the second is not.



4. Make up the same scale for the axes in the graphs above and estimate appropriate ordered pairs for each graph (like on **Practice 5 in Packet 4**).

Scales may vary, but when both have the same scale, ordered pairs may be the same or very similar for many points along these graphs. For example, (0, 0), (1, 3), (2.5, 2), (4, 5)