

6.4 Using a Table

1a
3a
5a

- 1) Use the table to estimate key features of a given scenario.

The following table represents the movement (in feet) of a soccer ball after x seconds.

| | | | | | | | | | |
|-------------|---|---|----|----|----|----|----|---|---|
| x sec | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
| y feet | 0 | 7 | 12 | 15 | 16 | 15 | 12 | 7 | 0 |

+7 +5 +3 +1 -1 -3 -5 -7
-2 -2 -2

1st Rate of Change

2nd Rate of Change
is constant for quadratics

- i) At what height does the soccer ball start?

0 feet (0 seconds)

- ii) How high is the soccer ball after 6 seconds?

12 feet

- iii) How long does it take the ball to hit the ground again?

8 seconds (where height is 0 feet)

- iv) After how many seconds is the ball at its maximum height?

4 seconds

- v) Write an equation to model the situation.

x-int: $(0, 0)$, $(8, 0)$

Point: $(1, 7)$
x y

$$y = a(x-p)(x-q)$$

$$y = a(x-0)(x-8)$$

$$7 = a(1-0)(1-8)$$

$$7 = a(1)(-7)$$

$$7 = -7a$$

$$a = -1$$

$$y = -x(x-8)$$

or

$$y = -(x-0)(x-8)$$

- 2) The following table represents the movement of a swinging pendulum in centimeters after x minutes.

| | | | | | | | | | |
|------------|----|----|----|----|----|----|----|----|----|
| x min | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 |
| y cm | 62 | 44 | 30 | 20 | 14 | 12 | 14 | 20 | 30 |

-18 -14 -10 -6 -2 +2 +6 +10
+4 +4 +4 +4

vertex

- i) Fill in the missing blanks

- ii) What is the minimum height of the pendulum?

12 cm

- iii) After how many seconds does is the pendulum 20 cm off of the ground?

10 seconds, 14 seconds

- iv) Write an equation to model the situation.

Vertex: $(12, 12)$
h k

Point: $(11, 14)$
x y

$$y = a(x-h)^2 + k$$

$$y = a(x-12)^2 + 12$$

$$14 = a(11-12)^2 + 12$$

$$-12 -12$$

$$2 = a(-1)^2$$

$$2 = 1a$$

$$2 = a$$

$$y = 2(x-12)^2 + 12$$