Name:

## Functions: Create Your Own

2) Draw six points on the

graph so that the result

 Draw six points on the graph so that the result would be a function.



3) a. Fill in the table with inputs and outputs so the result is a FUNCTION and LINEAR.

х			
у			

b. Fill in the table with inputs and outputs so the result is a FUNCTION and NONLINEAR.



c. Fill in the table with inputs and outputs so the result is NOT A FUNCTION.

х			
у			

For 4-5, create a "real-world function" problem, such as "Input = student; Output = student's current height" or "Input = City; Output = population of that city." Try to be creative. Do not, obviously, use one that we have already done.

**Functions: Create Your Own** 

4) One that WOULD be a function:

Input =

Output =

5) One that would NOT be a function:

Output =

Input =

1) Draw six points on the graph so that the result *would* be a function.



 Draw six points on the graph so that the result would NOT be a function.



3) a. Fill in the table with inputs and outputs so the result is a FUNCTION and LINEAR.

Name:

х			
у			

b. Fill in the table with inputs and outputs so the result is a FUNCTION and NONLINEAR.



c. Fill in the table with inputs and outputs so the result is NOT A FUNCTION.

х			
у			

For 4-5, create a "real-world function" problem, such as "Input = student; Output = student's current height" or "Input = City; Output = population of that city." Try to be creative. Do not, obviously, use one that we have already done.

4) One that WOULD be a function:

Input =

5) One that would NOT be a function: