		Name:
	<b>Functions: Create Your O</b>	
1) Draw six points on the 2)	Draw six points on the 3)	a. Fill in the table with inputs and outputs so
graph so that the result	graph so that the result	the result IS a function.
would be a function.	would NOT be a function.	X
101	101	у
8-	8	b. Fill in the table with inputs and outputs so
6	6	the result is NOT a function.
2	2	x
-10 -8 -6 -4 -2	10 -8 -6 -4 -2 2 4 6 8 10	y
2	2 2 1 1 1 1 1 1 1	c. Think of your own specific function rule.
-4	4	Write it here: f(x) =
-6-	-6-	Then use it to complete the table below.
-10-	-10	
₩	₩	x f(x)
For 4-5 create a "real-world function	on" problem such as "Input – stude	ent; Output = student's current height" or "Input
		viously, use one that we have already done.
4) One that WOULD be a function:		uld NOT be a function:
Input =	Input =	
Output =	Output	;=
		Name:
	Functions: Create Your O	Name:wn
1) Draw six points on the 2)	Functions: Create Your O	<u>wn</u>
·	Draw six points on the 3)	a. Fill in the table with inputs and outputs so
graph so that the result	Draw six points on the graph so that the result	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result	Draw six points on the graph so that the result	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.  107 8 4 4 -10 -8 -6 -4 -2 2 4 6 8 10	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.
graph so that the result would be a function.  107  8  -10 -8 -6 -4 -2 -2 -2 4 6 8 10	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.     X
graph so that the result would be a function.  107 8 -10 -8 -6 -4 -2 2 4 6 8 10 -10 -8 -6 -8 -8	Draw six points on the graph so that the result would NOT be a function.	a. Fill in the table with inputs and outputs so the result IS a function.     x
graph so that the result would be a function.  107 8 8 10 -8 -6 -4 -2 2 4 6 8 10 10 -8 -6 -4 -2 -2 4 6 8 10 10 -8 -6 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8 -8	Draw six points on the graph so that the result would NOT be a function.  10	a. Fill in the table with inputs and outputs so the result IS a function.     X
graph so that the result would be a function.  10 8 6 4 2 2 4 6 8 10  For 4-5, create a "real-world function and the result would be a function.	Draw six points on the graph so that the result would NOT be a function.  10	a. Fill in the table with inputs and outputs so the result IS a function.    x
graph so that the result  would be a function.  107 8 8 10-8-6-4-2-2 2 4 6 8 10 7 7 7 8 7 8 7 8 8 7 8 8 8 9 9 9 9 9 9 9	Draw six points on the graph so that the result would NOT be a function.  10	a. Fill in the table with inputs and outputs so the result IS a function.    X
graph so that the result would be a function.  10 8 6 4 2 2 4 6 8 10  For 4-5, create a "real-world function and the result would be a function.	Draw six points on the graph so that the result would NOT be a function.  10	a. Fill in the table with inputs and outputs so the result IS a function.    X
graph so that the result  would be a function.  107 8 8 10-8-6-4-2-2-4-6-8-10  For 4-5, create a "real-world function  = City; Output = population of that 4) One that WOULD be a function:  Input =	Draw six points on the graph so that the result would NOT be a function.  10	a. Fill in the table with inputs and outputs so the result IS a function.    X
graph so that the result  would be a function.  107 8 8 10-8-6-4-2-2 2 4 6 8 10 7 7 7 8 7 8 7 8 8 7 8 8 8 9 9 9 9 9 9 9	Draw six points on the graph so that the result would NOT be a function.  10	a. Fill in the table with inputs and outputs so the result IS a function.    X