Honors Math 3

Unit 2 – Inverse Applications

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Keep track of your concept progress by checking the appropriate box as we go through the unit

	I Can…		*Know a little* 	*Need Practice* 	*I Got it!* 
1	Create an inverse function from a story context by changing the input and output variables.				
2	Recognize inverse functions in graphical form.				
3	Determine if a function is invertible.				
4	Find the domain and range of a function and its inverse.				
5	Write the equation of the inverse function from the equation of a function.				
6	Recognize inverse functions in tables, graphs, and equations.				
7	Understand that inverse functions "undo" each other.				
8	Produce an invertible function from a noninvertible function by restricting the domain.				
	Unit 1				
1	Find the values of a piecewise function.				
2	Graph a piecewise function, given an equation.				
3	Write the equation of a piecewise function, given a graph.				
4	Model a story context using a piecewise function.				
5	Write the equation of an absolute value function in piecewise form, given an equation in the form: $f(x) = a\ \lvert x - h \rvert + k$.				
6	Graph the equation of $g(x) = \lvert f(x) \rvert$ when $f(x)$ is a quadratic function.				
7	Write the piecewise equation of $(x) = \lvert f(x) \rvert$ when $f(x)$ is a quadratic function.				
8	Write the inverse of a function given a story context.				
9	Write the inverse of a function given a table.				
10	Write the equation of the inverse of a quadratic or linear function, given the equation.				
11	Describe the features of a function and its inverse including maximum or minimum, domain, range, intervals of increase and decrease, and intercepts.				
12	Find the graph of $f^{-1}(x)$, given the graph of $f(x)$.				

Unit Reflection: (Specific items to review)

Have a Good Day!