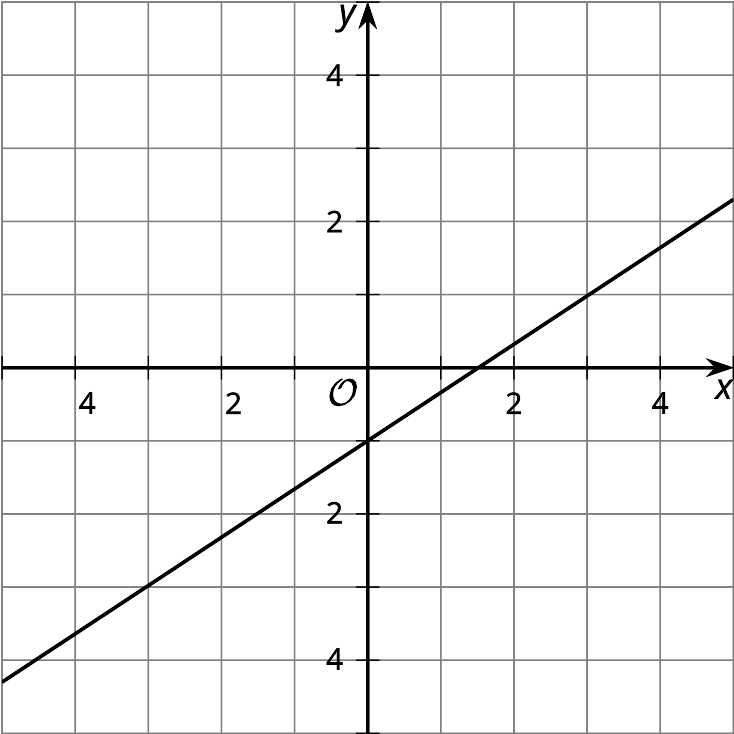
## Lesson 5: Function Representations

### 5.1: Notice and Wonder: Representing Functions

What do you notice? What do you wonder?



|  |  |
| --- | --- |
|  |  |
| -1 |  |
| 0 | -1 |
| 1 |  |
| 2 |  |
| 3 | 1 |

### 5.2: A Seat at the Tables

Use the equations to complete the tables.

|  |  |
| --- | --- |
|  |  |
| * 1 |  |
| * 3 |  |
| * -2 |  |

|  |  |
| --- | --- |
|  |  |
| * 0 |  |
| * 3 |  |
| * 5 |  |



|  |  |
| --- | --- |
|  |  |
| * -4 |  |
| * 3 |  |
| * 6 |  |



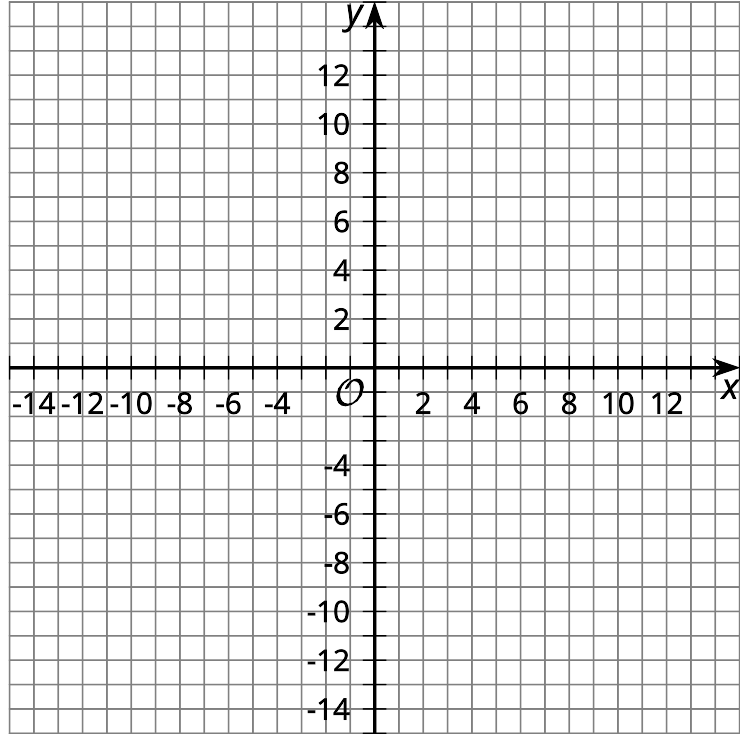
|  |  |
| --- | --- |
|  |  |
| 1. 3 |  |
| 1. 7 |  |
| 1. -8 |  |



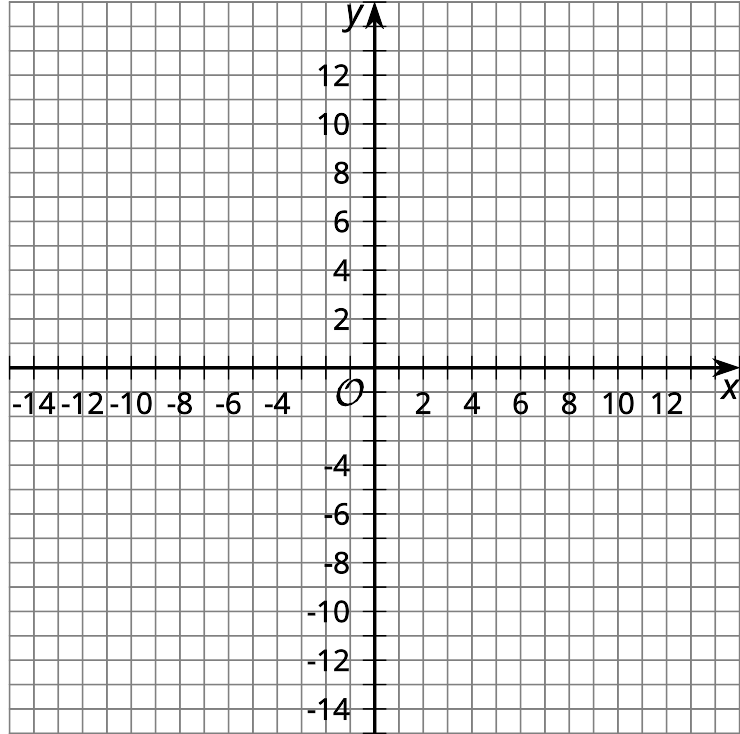
### 5.3: Function Finder

1. Use the values in the table to graph a possible function that would have the values in the table.

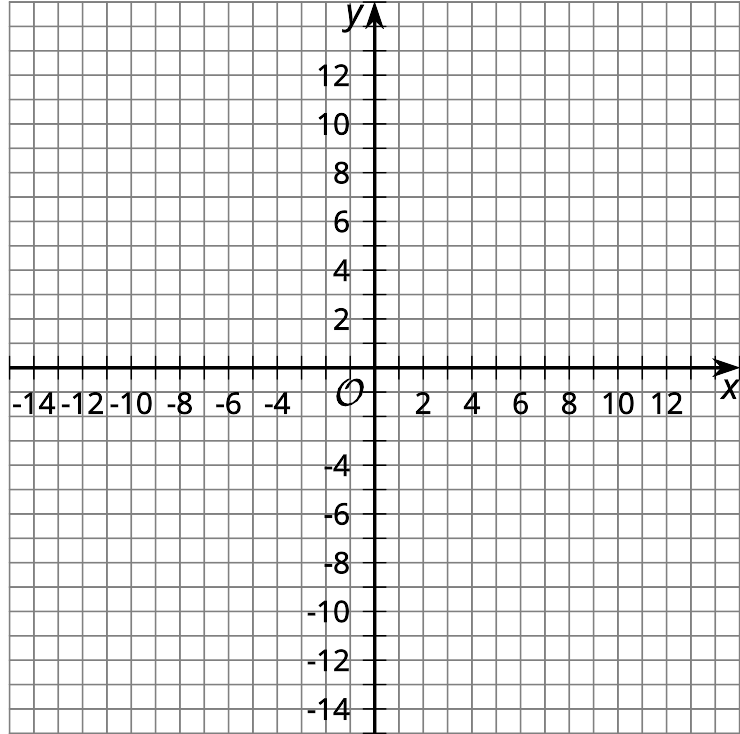
|  |  |
| --- | --- |
|  |  |
| * 1. 1 | * 1. 3 |
| * 1. 2 | * 1. 5 |
| * 1. 3 | * 1. 7 |
| * 1. 5 | * 1. 11 |

* + 

|  |  |
| --- | --- |
|  |  |
| * 1. -2 | * 1. 0 |
| * 1. 0 | * 1. 1 |
| * 1. 2 | * 1. 2 |
| * 1. 4 | * 1. 3 |

* + 

|  |  |
| --- | --- |
|  |  |
| * 1. -2 | * 1. 14 |
| * 1. -1 | * 1. 12 |
| * 1. 1 | * 1. 8 |
| * 1. 2 | * 1. 6 |

* + 

1. For each of the tables and graphs, write a linear equation (like ) so that the table can be created from the equation.
2. Invent your own linear equation. Then, create a table or graph, including at least 4 points, to trade with your partner. After getting your partner’s table or graph, guess the equation they invented.



© CC BY 2019 by Illustrative Mathematics