

## Resource Sheet 3: Exploring progression in Functions and graphs

<p>Generate points in all four quadrants and plot the graphs of linear functions, where <math>y</math> is given explicitly in terms of <math>x</math>, on paper and using ICT; recognise that equations of the form <math>y = mx + c</math> correspond to straight-line graphs</p>	<p>Read and plot coordinates in the first quadrant; recognise parallel and perpendicular lines in grids and shapes; use a set-square and ruler to draw shapes with perpendicular or parallel sides</p>	<p>Find the midpoint of the line segment AB, given the coordinates of points A and B</p>	<p>Use coordinates in the first quadrant to draw, locate and complete shapes that meet given properties</p>
<p>Use ICT to explore the graphical representation of algebraic equations and interpret how properties of the graph are related to features of the equation, e.g. parallel and perpendicular lines</p>	<p>Use conventions and notation for 2-D coordinates in all four quadrants; find coordinates of points determined by geometric information</p>	<p>Express simple functions in words, then using symbols; represent them in mappings</p>	<p>Generate coordinate pairs that satisfy a simple linear rule; plot the graphs of simple linear functions, where <math>y</math> is given explicitly in terms of <math>x</math>, on paper and using ICT; recognise straight-line graphs parallel to the <math>x</math>-axis or <math>y</math>-axis</p>
<p>Compare graphical, algebraic and geometrical representations, including mapping diagrams, to explain the effect of:</p> <ul style="list-style-type: none"> <li>-rotating the line <math>y = mx + c</math> through 90°</li> <li>- reflecting the line <math>y = mx + c</math> in the line <math>y = x</math></li> </ul>	<p>Explore graphs of exponential and trigonometrical functions and recognise their characteristic shapes; apply to the graph <math>y = f(x)</math> the transformations <math>y = f(x) + a</math>, <math>y = f(x + a)</math>, <math>y = f(ax)</math> for linear, quadratic, sine and cosine functions; use a graph plotter to explain the effect of transformations on the graph and generalise to other functions</p>	<p>Derive properties of perpendicular lines and of the inverse function</p>	<p>Generate points and plot graphs of linear functions, where <math>y</math> is given implicitly in terms of <math>x</math> (e.g. <math>ay + bx = 0</math>, <math>y + bx + c = 0</math>), on paper and using ICT; find the gradient of lines given by equations of the form <math>y = mx + c</math>, given values for <math>m</math> and <math>c</math></p>
<p>Express simple functions algebraically and represent them in mappings or on a spreadsheet</p>	<p>Explore graphs of functions of the form <math>y = x^n</math> (<math>n</math> an integer) and recognise their characteristic shapes; vary the values of <math>a</math>, <math>b</math> and <math>c</math> in functions such as <math>y = ax^2 + c</math>, <math>y = ax^2 + c</math>, <math>y = (x + b)^2</math> using a graph plotter to explain how this transforms the graph</p>	<p>Find the inverse of a linear function</p>	<p>Explore connections between the form of the equation and the resulting graphs of quadratic and cubic functions such as:</p> <ul style="list-style-type: none"> <li>• <math>y = (x + 2)(x - 5)</math></li> <li>• <math>y = (x - 2)(x^2 + 7x + 12)</math></li> <li>• <math>y = x^2 - 2x + 1</math></li> <li>• <math>y = x^3 + 3</math></li> </ul> <p>Include features such as roots of the equation, intercepts and turning points</p>