## Guided Practice

Class: Math 1040 (Pre-Calculus)
Date assigned: October 15
Date due: October 30
Time estimate to complete this assignment: 120 minutes

## Overview/Introduction

You can use quadratic equations to model the heights of projectiles. For example, the height of a baseball hit by a batter can be modeled by a quadratic equation. Other question: How does changing the ball speed and hitting angle affect the maximum height of a baseball?

SOLVING QUADRATIC EQUATIONS BY FACTORING: There are many methods to solve certain quadratic equations (by graphing, completing the square, factoring, formula, etc). A quadratic equation in one variable can be written in the form $a x^{2}+b x+c=0$, where $a \neq 0$, and $a, b \& c$ are real numbers.

- This is usually called the standard form of the quadratic equation.
- If the left side of $a x^{2}+b x+c=0$ can be factored, then the equation can be solved using the zero product property.


## Learning Objectives

Basic objectives: Upon completing the preparation work, students will be able to:

- Identify a quadratic equation
- Solve a quadratic equation by
- Graphing or
- Completing the square or
- Quadratic formula
- Perform the factoring technique:
- With/without using some special factoring patterns and
- Applying the zero-product property to solve

Advanced objectives: Upon completing the lesson, students will be able to:

- Compare the answer using the above methods
- Figure out the best method to solve a general quadratic equation
- Apply to solve for real-world problems
- Use another method to solve if the equation cannot be factored


## Preparatory Activities and Resources:

1. Read text: Section 4.3 (Solve $x^{2}+b x+c=0$, where $b \& c$ are real numbers, by factoring)
2. Review videos and Powerpoint files (MyMathLab)

Useful links: https://www.youtube.com/watch?v=qeByhTF8WEw
https://www.youtube.com/watch?v=SDe-1IGeSOU
3. Take the warm-up quiz on Canvas (Section 4.3)

Exercises: Please complete by __October 30

- Submit through Canvas
- OR print them out and bring to class

Questions?
Email your questions via Canvas

## Advanced Practice

This is given for students to complete after the class meeting in which they work together.
Class: Math 1040: Pre-Calculus
Date assigned: November 1
Date due: November 15
Time estimate to complete this assignment: 120 minutes

## Learning Objectives

Advanced objectives

- Compare the answer using the different methods
- Figure out the best method to solve a general quadratic equation
- Apply to solve for real-world problems
- Use another method to solve if the equation cannot be factored:
- Graphing or
- Completing the square or
- Quadratic formula


## Activities \& deliverables

- Take the quiz in Canvas (Section 4.4)
- Read the instruction of this assignment on Canvas and follow the examples (MyMathLab)
- Show all work for each problem and make sure YOU check all solutions
- MUST be your own work


## Reflection:

- TRY the most confident method to get the answer,
- Switch to another method if necessary
- Compare and contrast which method is the best and why
- Give at least one example that works for all methods
- Give at least one real-world problem
- For real-world problems, it usually exists one solution (Why?); find it out
- Figure out which method to be used if the equation cannot be factored
- Figure out the importance of solving quadratic equation by factoring and how to apply

Due date: Upload the assignment to Canvas by November 15

## Resources:

- Read text: Section 4.4. Solve $\mathrm{ax}^{2}+\mathrm{bx}+\mathrm{c}=0$, where $\mathrm{a} \neq 0, \mathrm{a} \neq 1$, and $\mathrm{a}, \mathrm{b}$ \& c are real numbers, by factoring (pgs 259-265)
- Review videos and Powerpoint (MyMathLab)

Useful links: https://www.youtube.com/watch?v=qeByhTF8WEw
https://www.youtube.com/watch?v=SDe-1lGeSOU https://www.youtube.com/watch?v=Z5MnP9da4EM

## Questions?

Email your questions via Canvas

## Flipped IN-CLASS Lesson Plan (75 minutes)

Topic: SOLVE THE QUADRATIC EQUATION, $\mathrm{ax}^{2}+\mathrm{bx}+\mathrm{c}=0$, where $\mathrm{a} \neq 0, \mathrm{a}, \mathrm{b} \& \mathrm{c}$ are real numbers, BY FACTORING

## Basic objectives for preparatory work:

- Identify a quadratic equation
- Solve a quadratic equation by:
- Graphing or
- Completing the square or
- Quadratic formula
- Perform the factoring technique using:
- With/without some special factoring patterns and
- The zero-product property to solve


## Advanced objectives for classwork \& after class work:

- Compare the answer using the different methods
- Figure out the best method to solve a general quadratic equation
- Apply to solve for real-world problems
- Use another method to solve if the equation cannot be factored:
- Graphing or
- Completing the square or
- Quadratic formula

|  | Time planned | Activity and rationale | Resources needed |
| :--- | :---: | :--- | :---: |
| Beginning of class period | 10 mins | Offer a warm-up problem to all students to try themselves; <br> then might be solved by a volunteer student on the board <br> for credits <br> Explain and check the solution to make sure all students <br> understand | Paper + pencils, Board + chalk/marker |


|  | Time planned | Activity and rationale | Resources needed |
| :---: | :---: | :---: | :---: |
| Middle of period | 20 mins | - Introduce the topic and main points of the day <br> - Solve a general problem using the previous methods <br> - Graphing or <br> - Completing the square or <br> - Quadratic formula <br> - Mini-lecture based on Q\&A from preparatory activities | Lecture PP slides <br> Board + chalk/marker (if needed) |
| Middle of period | 20 mins | - Give some handouts of special factoring patterns and formulas to students <br> - Explain why the new method, factoring, is helpful <br> - Offer some examples with clear solutions and compare <br> - Answer all questions and give feedback <br> - Clarify misconceptions and offer new information | Problem sheets <br> Board + chalk/marker (if needed) |
| Middle of period | 15 mins | - Assign in-class activities (3-5 problems) to class where each group of two students may work together to solve these regular and real-world problems. <br> - Offer hints, not solutions to students if needed <br> - Give extra credits for volunteers who solve the problems correctly <br> - Check and figure the best methods for each problem | $\begin{gathered} \text { Problem sheets } \\ \text { Board }+ \text { chalk/marker (if needed) } \end{gathered}$ |


|  | Time planned | Activity and rationale | Resources needed |
| :---: | :---: | :---: | :---: |
| End of period | 10 mins | - RSQC (Recall, Summarize, Question, Review, Connect, Comment). Students solidify understanding in preparation for doing advanced work at home <br> - Compare and contrast student's notes and participations as usual <br> - Assign homework and post activities <br> - Explore more applications and resources | RSQC template handouts <br> PowerPoint slides <br> Useful websites/links <br> Board + chalk/marker (if needed) |

## Flipped AFTER CLASS Work Plan

| Advanced learning objective | Activity and rationale | Instructions to students |
| :---: | :---: | :---: |
| - Compare the answer using the different methods <br> - Figure out the best method to solve a general quadratic equation <br> - Apply to solve for real-world problems <br> - Use another method to solve if the equation cannot be factored: <br> - Graphing or <br> - Completing the square or <br> - Quadratic formula | - Review sections 4.1-4.4 and take each corresponding quiz in Canvas <br> - For each method of solving a quadratic equation, give a reasonable example and explain all steps <br> - Compare and contrast which method is the best and why <br> - Give at least one example using all methods to solve <br> - Give at least one real world problem <br> - Explore the connections between the factoring method and other method | - Read the instruction for each method in Canvas <br> - Follow the examples in MyMathLab <br> - Show all work for each problem and make sure YOU check all solutions <br> - TRY the most confident method to get the answer, switch to another method if necessary <br> - For real-world problems, it usually exists one solution; find it out <br> - Do your OWN work |

