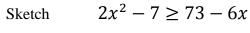
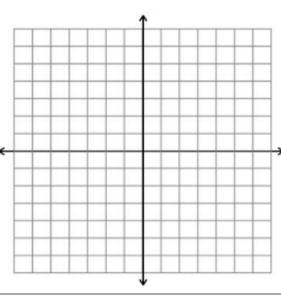
Name:	Period:	Date:	

Unit 2: Lesson 1 Practice Quiz

Directions: Show your statements, reasons, and work logically. Be sure to explain everything.

- 1. For each inequality below:
 - a) Make a sketch to show how the functions and constants in the inequality are related.
 - b) Use algebraic reasoning to locate the key intercepts and points of intersection.
 - c) Combine what you learn from your sketch and algebraic reasoning to solve the inequality.
 - d) Describe each solution set using symbols, a number line graph, and interval notation.





Vertex

y-intercept

x-intercepts

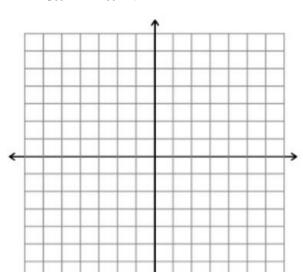
Solution Set:

Symbols:

Number line:

Interval:

$$3x^2 - 7x < -2$$



Vertex

y-intercept

x-intercept

Solution Set:

Symbols:

Number line:

Interval:

2. Below are descriptions of the solutions for six inequalities. Describe each solution using interval notation.

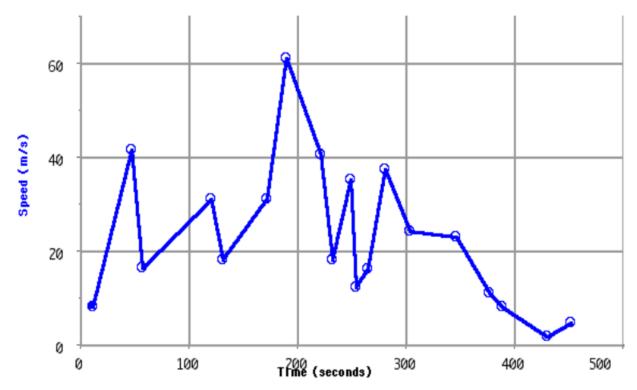
a.
$$k \le -3$$
 or $k > -1$

b. All numbers between negative 1 and positive 3.5

d.
$$2 < g < 6$$

e. All numbers less than 4 or greater than 7

3. The graph below shows the speed of a car for errands around town. Suppose that s(t) gives the speed of the car as a function of time.



a. Evaluate s(150)

b. Solve s(t) = 40 and describe what it tells you about the speed of the car.

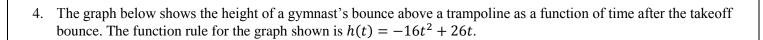
c. Write a question that can be answered by solving the inequality s(t) < 40.

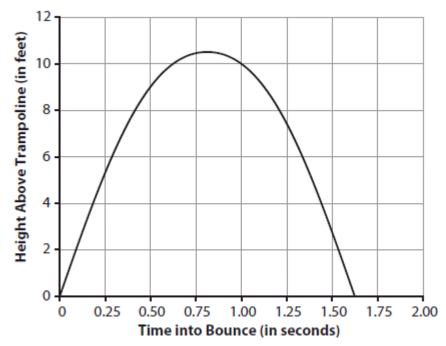
d. Solve the inequality s(t) < 40 and display your solution on a number line graph, using symbols and using Interval Notation.

Solution using symbols:

Solution on number line graph:

Solution using Interval Notation:





a. Evaluate h(1.25).

b. Solve h(t) = 6 and describe what it tells you about the gymnast bounce.

c. Write a question that can be answered by solving the inequality h(t) > 6.

d. Solve the inequality h(t) > 6 and display your solution on a number line graph, using symbols and using Interval Notation. *Solution using symbols:*

Solution on number line graph:

Solution using Interval Notation: