Alg2CP Unit 02 (Chapter 3): Systems of Equations and Inequalities

Content Area: Math

Course(s): Level 1 Engineering Drawing, Algebra 2 CP, Algebra 2 A, Algebra 2 H

Time Period: Marking Period 1

Length: **4 weeks** Status: **Published**

Unit Introduction

Standards

Create equations in two or more variables to represent relationships between quantities; graph equations on coordinate axes with labels and scales.
Represent constraints by equations or inequalities, and by systems of equations and/or inequalities, and interpret solutions as viable or nonviable options in a modeling context.
Prove that, given a system of two equations in two variables, replacing one equation by the sum of that equation and a multiple of the other produces a system with the same solutions.
Solve systems of linear equations exactly and approximately (e.g., with graphs), focusing on pairs of linear equations in two variables.
Explain why the x -coordinates of the points where the graphs of the equations $y = f(x)$ and $y = g(x)$ intersect are the solutions of the equation $f(x) = g(x)$; find the solutions approximately, e.g., using technology to graph the functions, make tables of values, or find successive approximations. Include cases where $f(x)$ and/or $g(x)$ are linear, polynomial, rational, absolute value, exponential, and logarithmic functions.

Essential Questions

- How does representing functions graphically help you solve a system of equations?
- How does writing equivalent equations help you solve a system of equations?

Content

- Sec 3.1 Solving Systems Using Tables and Graphs (pg. 143)
- Sec 3.2 Solving Systems Algebraically (pg. 142)
- Supplementary Application Problems Involving Systems
- Supplementary Solving Systems of Various Functions

Skills

- Solve a linear system by elimination
- Solve a linear system by graphing
- Solve a linear system by substitution
- Solve application problems using systems of equations
- Use graphing calculators and technology where appropriate
- Use relevant vocabulary, notations, and symbols when appropriate