Chapter 7 Quest Study Guide

Calculators will not be allowed on the Quest.

Key things you should always do:
1. When graphing a line, always draw it with a <u>straight edge</u>, draw it to the edges of the graph, and put <u>arrows</u> on the ends of the line.
2. When stating the y-intercept, be sure to state it as the coordinates (x,y) of a point. For example, when given a linear equation like this, y=-3x+5, write the y-intercept as (0,5) not as 5.
3. Always answer word problems with a final sentence after showing all of your mathematical work.

Be able to do the following for the Quest:
- ☐ Be able to rewrite a linear equation into y=mx+b form.
- ☐ Know that **m** is the slope of a line.
- ☐ Know that **b** is the y-intercept of a line.
- ☐ Know that the slope of a line is the $\frac{rise}{run}$.
- ☐ Be able to draw a slope triangle for a line and then determine the slope of that line.
- ☐ Be able to identify the y-intercept from the graph of a line.
- ☐ Be able to write the equation of a line when you know the slope and the y-intercept.
- ☐ Memorize the 2-point slope formula.
- ☐ Be able to find the slope of a line when given two points on the line.
- ☐ Be able to create an accurate circle graph from provided data.
- ☐ Complete an FDP table before making your circle graph. No Calculators.

It would be helpful to look over the following assignments and notes:
- ☐ AD72- Slope #1
- ☐ AD73 – Slope #2
- ☐ AD74 – Slope #4
- ☐ All notes and AD's on Circle Graphs

Also, anything that we have learned this year could be found on the quest. So looking over your tests from the past couple of chapters could prove beneficial.