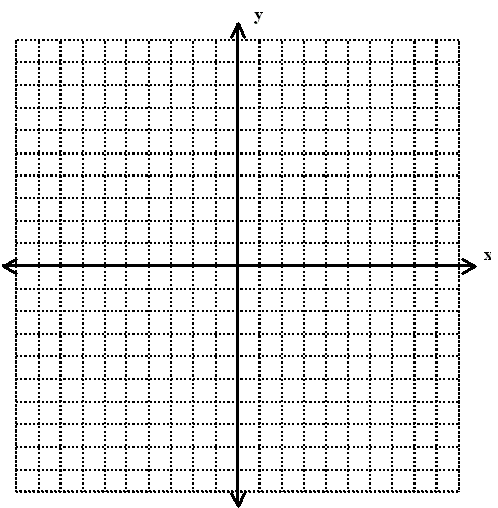
1. Adding, Subtracting, and Multiplying monomials and binomials and trinomials.
2. Subtract:
3. Multiplying Special cases.
4. Perfect square trinomial;
5. Difference of squares;
6. Factoring
7. Using GCF, factor:
8. Using Simple factoring (big X), factor:
9. Using X-box, factor:
10. Using Complete the square – find “c” and rewrite as factors:
11. Solving Quadratics equations
12. Using GCF solve:
13. By taking square root, solve:
14. Using Zero-product property, solve:
15. Using Simple Factoring, solve
16. Using X-box, solve
17. Using the Quadratic formula, solve
18. Graphing quadratic equations
19. Find the vertex, y-intercept, and roots, and graph



1. Transforms with quadratic graphs

Parent Function:

|  |  |
| --- | --- |
|  |  |
|  |  |
|  |  |

1. If the graph opens \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
2. If the graph opens \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
3. If the graph slides \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
4. the graph slides \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
5. If the graph slides \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
6. the graph slides \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. Solving systems of quadratic and linear equations.

Applications

1. Find the maximum height of a baseball that follows the path modeled by the equations
2. Using the same equation above, how many seconds after the ball is hit does it land on the ground?
3. Complex numbers.
4. Add:
5. Subtract:
6. Solve the equation by taking square root: