Your Name

Mrs. T

Notes

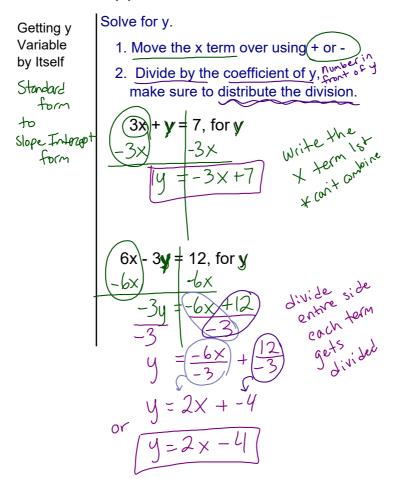
LESSON 1.5

SOLVING FOR & VARIABLE

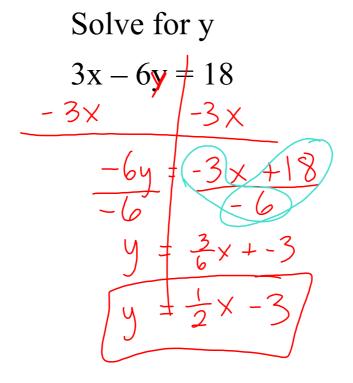
Objective: To be able to solve for y in a linear equation in standard form.

Skill: Linear and other functions can come in different forms and you will need to be able to solve for y in future chapters.

Life Lesson: If you understand how things work, you can manipulate (not in a bad way) the situation to get what you need and so it is clear what to do.



Wednesday Bellringer



Objective: To be able to solve for any variable in any formula.

Skill: In other scientific formulas you will need to solve for the missing variable.

Life Lesson: If you understand how things work, you can manipulate (not in a bad way) the situation to get what you need and in a formula, having the variable solved for makes it clear what you need to do.

Getting any Variable by Itself pinpoint that variable, and anything added or subtracted makes it grouped separately. Undo in the opposite order of PEMDAS to that variable $15 = 3n + 6p, \text{ for } \boxed{n}$ -6p - 6p - 6p -6p + 5 = 3n -2p + 5 = N -2p + 5 = N

Solving for variables in Formulas

Speed is how far you drive in a certain amount

Solve for d, the distance.

(You are writing the formula so that you have distance in regards to speed and time)

$$2.5 = \left(\frac{\times}{2}\right).$$

$$t \cdot s = \frac{d}{t} \cdot t$$

$$t \cdot s = d \qquad \text{distance is}$$

$$d = s + \qquad \text{speed times time}$$

tos =
$$\frac{d}{t}$$
 • $\frac{d}{t}$

tos = $\frac{d}{t}$ • $\frac{d}{t}$

tos = $\frac{d}{t}$ • $\frac{d}{t}$

Solve for the time

Solve for the time

 $\frac{d}{dt}$

Solve for the time

 $\frac{d}{dt}$
 \frac

Solving for variables in Formulas

Solve for the hheight of the cylinder

$$V = \frac{\nabla \cdot \mathbf{r} \cdot \mathbf{r}}{\nabla \cdot \mathbf{r}^2}$$

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Solve for
$$b$$

$$A = \frac{1}{2}hb + c$$

$$-c$$

$$2(A-c) = (\frac{1}{2}hb) 2$$

$$2A-2c = hb$$

$$A = \frac{1}{2}hb + c$$

$$A = \frac{1$$

$$s = 1at^2$$

This formula represents the distance *s* that a free-falling object will fall near a planet or the moon in a given time *t*. Where *a* represents the acceleration due to gravity.

