# LESSON 3

# Solving Quadratic Equations by Taking Square Roots

## **Common Core Math Standards**

The student is expected to:

COMMON CORE N-CN.A.1

Know there is a complex number *i* such that  $i^2 = -1$ , and every complex number has the form a + bi with *a* and *b* real. Also A-REI.B.4b

## Mathematical Practices



## Language Objective

Have students decide whether a given square root is an imaginary number (square root of a negative number) or a real number and explain their reasoning to a partner.

# ENGAGE

**Essential Question:** What is an imaginary number, and how is it useful in solving quadratic equations?

Possible answer: An imaginary number has the form *bi; b* is a nonzero real number and *i* is the imaginary unit, which is defined to be equal to  $\sqrt{-1}$ . Imaginary numbers allow you to solve quadratic equations of the form  $x^2 = a$  when *a* is a negative number.

## PREVIEW: LESSON PERFORMANCE TASK

View the Engage section online. Discuss the photo and how a quadratic function can be used to model a suspension bridge. Then preview the Lesson Performance Task.

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**by Taking Square Roots** Essential Question: What is an imaginary number, and how is it useful in solving



quadratic equations?

## 🖉 Explore

Name

3.1

### Investigating Ways of Solving Simple Quadratic Equations

Class

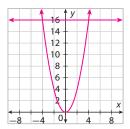
**Solving Quadratic Equations** 

There are many ways to solve a quadratic equation. Here, you will use three methods to solve the equation  $x^2 = 16$ : by graphing, by factoring, and by taking square roots.

A Solve  $x^2 = 16$  by graphing.

First treat each side of the equation as a function, and graph the two functions, which in this case are  $f(x) = x^2$  and g(x) = 16, on the same coordinate plane.

Then identify the *x*-coordinates of the points where the two graphs intersect.



### **B** Solve $x^2 = 16$ by factoring.

x = -4 or x = 4

This method involves rewriting the equation so that 0 is on one side in order to use the *zero-product property*, which says that the product of two numbers is 0 if and only if at least one of the numbers is 0.

Write the equation.	$x^2 = 16$
Subtract 16 from both sides.	$x^2 - 16 = 0$
Factor the difference of two squares.	$\left(x+4\right)(x-4)=0$
Apply the zero-product property.	x + 4 = 0 or $x - 4 = 0$
Solve for <i>x</i> .	x = -4 or $x = 4$



A real number *x* is a *square root* of a nonnegative real number *a* provided  $x^2 = a$ . A square root is written using the radical symbol  $\sqrt{\phantom{a}}$ . Every positive real number *a* has both a positive square root, written  $\sqrt{a}$ , and a negative square root, written  $-\sqrt{a}$ . For instance, the square roots of 9 are  $\pm\sqrt{9}$  (read "plus or minus the square root of 9"), or  $\pm 3$ . The number 0 has only itself as its square root:  $\pm\sqrt{0} = 0$ .

Write the	equation.	$x^{2} =$	16

Use the definition of square root.  $x = \pm \sqrt{16}$ 

Simplify the square roots. x =

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#### Reflect

Which of the three methods would you use to solve x<sup>2</sup> = 5? Explain, and then use the method to find the solutions.
 The graphing method would give only approximate solutions, while the factoring method can't be used because x<sup>2</sup> - 5 isn't a difference of two squares. However, taking square

roots gives  $x = \pm \sqrt{5}$ .

Can the equation x<sup>2</sup> = -9 be solved by any of the three methods? Explain.
 None of the three methods can be used. Attempting to use the graphing method results in a parabola and a line that don't intersect. Attempting to use the factoring method results in the expression x<sup>2</sup> + 9, which isn't factorable. Attempting to use square roots doesn't make sense because square roots of negative numbers aren't defined.

### Explain 1 Finding Real Solutions of Simple Quadratic Equations

When solving a quadratic equation of the form  $ax^2 + c = 0$  by taking square roots, you may need to use the following properties of square roots to simplify the solutions. (In a later lesson, these properties are stated in a more general form and then proved.)

Property Name	Words	Symbols	Numbers
Product property of square roots	The square root of a product equals the product of the square roots of the factors.	$\sqrt{ab} = \sqrt{a} \cdot \sqrt{b}$ where $a \ge 0$ and $b \ge 0$	$\sqrt{12} = \sqrt{4 \cdot 3}$ $= \sqrt{4} \cdot \sqrt{3}$ $= 2\sqrt{3}$
Quotient property of square roots	The square root of a fraction equals the quotient of the square roots of the numerator and the denominator.	$\sqrt{\frac{a}{b}} = \frac{\sqrt{a}}{\sqrt{b}} \text{ where } a \ge 0$ and $b > 0$	$\sqrt{\frac{5}{9}} = \frac{\sqrt{5}}{\sqrt{9}}$ $= \frac{\sqrt{5}}{3}$

Using the quotient property of square roots may require an additional step of *rationalizing the denominator* if the denominator is not a rational number. For instance, the quotient property allows you to write  $\sqrt{\frac{2}{7}}$  as  $\frac{\sqrt{2}}{\sqrt{7}}$ , but  $\sqrt{7}$  is not a rational number. To rationalize the denominator, multiply  $\frac{\sqrt{2}}{\sqrt{7}}$  by  $\frac{\sqrt{7}}{\sqrt{7}}$  (a form of 1) and get this result:  $\frac{\sqrt{2}}{\sqrt{7}} \cdot \frac{\sqrt{7}}{\sqrt{7}} = \frac{\sqrt{14}}{\sqrt{49}} = \frac{\sqrt{14}}{7}$ .

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## **PROFESSIONAL DEVELOPMENT**

### 뻆 Math Background

Students encounter many functions in their study of mathematics. The simplest are the parent functions, including the parent linear function f(x) = x, the parent quadratic function  $f(x) = x^2$ , the parent cubic function  $f(x) = x^2$ , and the parent square root function  $f(x) = \sqrt{x}$ . Each parent function is the building block for the functions in its family. Understanding the parent functions is a first step in understanding equations and graphs of functions in general. For advanced functions, there may be no true parent function. There is no one parent exponential function, although  $f(x) = b^x$  may be considered the parent for any base b, b > 0, and  $b \neq 1$ .

## **EXPLORE**

## Investigating Ways of Solving Simple Quadratic Equations

### INTEGRATE MATHEMATICAL PRACTICES

## **Focus on Critical Thinking**

**MP.3** Discuss whether 1 can be used instead of 0 in the Zero Product Property to make a "One" Product Property. Have students show that if ab = 1, neither *a* nor *b* must equal 1. Have them consider -1 and other numbers and lead them to conclude that the property holds only for 0.

## **QUESTIONING STRATEGIES**

How can you use the factored form of a quadratic equation to find the zeros of the related quadratic function? Factor the equation, apply the Zero Product Property, and then solve the equation.

What are the roots of an equation? the values of the variable that make the equation true

## **EXPLAIN 1**

Finding Real Solutions of Simple Quadratic Equations

## **INTEGRATE TECHNOLOGY**

When zeros occur at non-integer *x*-values, using a table to find them can be difficult. Show students that they can use a graphing calculator to find zeros by graphing the function and selecting **2:zero** from the **CALCULATE** menu.

## **AVOID COMMON ERRORS**

When solving an equation of the form  $x^2 = s$  where s > 0, students may look only for positive solutions. Be sure that students also look for negative solutions.

## **QUESTIONING STRATEGIES**

What is rationalizing the denominator? eliminating the radical from a denominator by multiplying by a form of 1

## **EXPLAIN 2**

## Solving a Real-World Problem Using a Simple Quadratic Equation

## INTEGRATE MATHEMATICAL PRACTICES

### **Focus on Communication**

**MP.3** A variable followed by a subscript zero, as in  $V_0$  or  $h_0$ , usually indicates an initial value of the variable. The zero indicates the value of the variable when the time *t* is 0.

#### **Example 1** Solve the quadratic equation by taking square roots. (A) $2x^2 - 16 = 0$ Add 16 to both sides. $2x^2 = 16$ Divide both sides by 2. $x^2 = 8$ $x = \pm \sqrt{8}$ Use the definition of square root. $x = \pm \sqrt{4} \cdot \sqrt{2}$ Use the product property. Simplify. $x = \pm 2\sqrt{2}$ **B** $-5x^2 + 9 = 0$ Subtract 9 from both sides. $-5x^2 = -9$ $x^2 = \frac{9}{5}$ Divide both sides by -5. $x = \pm \sqrt{\frac{9}{5}}$ Use the definition of square root. $x = \pm \frac{\sqrt{9}}{\sqrt{5}}$ Use the quotient property. $x = \pm \frac{3}{\sqrt{5}}$ Simplify the numerator. $x = \pm \frac{3\sqrt{5}}{5}$ Rationalize the denominator. Your Turn Solve the quadratic equation by taking square roots. 3. $x^2 - 24 = 0$ 4. $-4x^2 + 13 = 0$ $-4x^2 = -13$ $x^2 = 24$ $x = \pm \sqrt{24}$ $x^2 = \frac{13}{4}$ $x = \pm 2\sqrt{6}$ $x = \pm \frac{\sqrt{13}}{\sqrt{4}}$ Description Mifflin Harcourt Publishing Company $x = \pm \frac{\sqrt{13}}{2}$ Explain 2 Solving a Real-World Problem Using a Simple **Quadratic Equation** Two commonly used quadratic models for falling objects near Earth's surface are the following: • Distance fallen (in feet) at time t (in seconds): $d(t) = 16t^2$ • Height (in feet) at time t (in seconds): $h(t) = h_0 - 16t^2$ where $h_0$ is the object's initial height (in feet) For both models, time is measured from the instant that the object begins to fall. A negative value of t would

For both models, time is measured from the instant that the object begins to fall. A negative value of t would represent a time before the object began falling, so negative values of t are excluded from the domains of these functions. This means that for any equation of the form d(t) = c or h(t) = c where c is a constant, a negative solution should be rejected.

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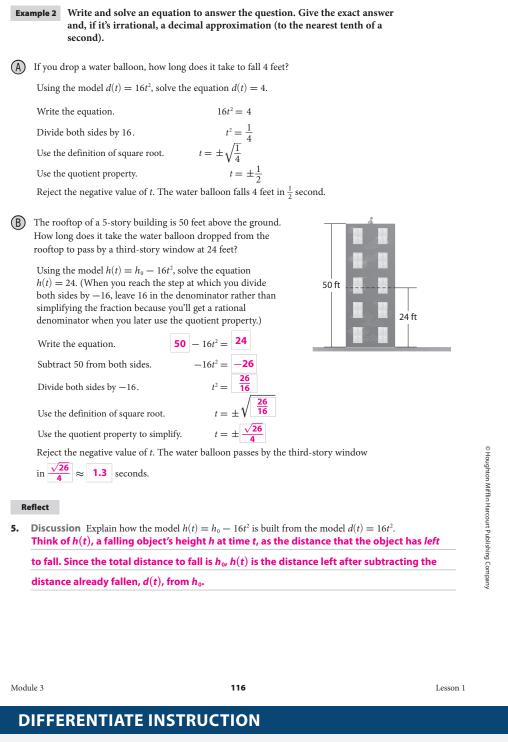
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## **COLLABORATIVE LEARNING**

## **Peer-to-Peer Activity**

Have pairs of students work together to make note cards for each method they have learned to find the zeros of quadratic functions. Suggest that they describe the steps of the method as well as any advantages or disadvantages that they observed. Students can continue to add notes to the cards as they learn additional methods.



## **Manipulatives**

Students may benefit from using algebra tiles to practice factoring quadratic expressions. For example, show students how to model  $x^2 + 6x + 8$  with algebra tiles. Then demonstrate that arranging the tiles in a rectangle models the product (x + 2)(x + 4).

## **AVOID COMMON ERRORS**

Because the word *maximum* is often associated with positive amounts, students may incorrectly assume that a quadratic function with a positive leading coefficient should have a maximum. Stress that, in fact, the "positive" parabola has a minimum and the "negative" parabola is the one with the maximum.

## **QUESTIONING STRATEGIES**

What is the zero of a function? How does this translate when you use quadratic functions to model the height of a soccer ball after it is kicked? The zero of a function is a value of the input *x* that makes the output *f*(*x*) equal zero. In the case of a soccer ball, the zero of the function is the time it takes for the soccer ball to hit the ground after it is kicked.

## CONNECT VOCABULARY

Relate *imaginary unit* to real number or whole number units. Ask students to state what the square root of positive 1 is. Likewise, if the square root of -1is the imaginary unit *i*, then its square is the original negative number (-1 in this case). Explain why imaginary units and imaginary numbers were invented—to define the square root of negative numbers.

## **EXPLAIN 3**

## **Defining Imaginary Numbers**

## **AVOID COMMON ERRORS**

Some students may try to simplify a complex number by combining the real part and the imaginary part. For example, they may try to write 5 + 6i as 11i. Emphasize that just as unlike terms in an algebraic expression cannot be combined, the real and imaginary parts of a complex number cannot be combined. Therefore, 5i + 6i = 11i, but  $5 + 6i \neq 5i + 6i$ .

#### Your Turn

Write and solve an equation to answer the question. Give the exact answer and, if it's irrational, a decimal approximation (to the nearest tenth of a second).

6. How long does it take the water balloon described in Part B to hit the ground?

Using the model 
$$h(t) = h_0 - 16t^2$$
, solve the equation  $h(t) = 0$   
 $50 - 16t^2 = 0$   
 $-16t^2 = -50$   
 $t^2 = \frac{50}{16}$   
 $t = \pm \sqrt{\frac{50}{16}} = \frac{5\sqrt{2}}{4}$ 

Reject the negative value of t. The water balloon hits the ground in  $\frac{5\sqrt{2}}{4} \approx 1.8$  seconds.

On the moon, the distance *d* (in feet) that an object falls in time *t* (in seconds) is modeled by the function *d*(*t*) = <sup>8</sup>/<sub>3</sub>*t*<sup>2</sup>. Suppose an astronaut on the moon drops a tool. How long does it take the tool to fall 4 feet?

Using the model  $d(t) = \frac{8}{3}t^2$ , solve the equation

$$d(t) = 4.$$

$$\frac{8}{3}t^{2} = 4$$

$$t^{2} = \frac{3}{2}$$

$$t = \pm \sqrt{\frac{3}{2}} = \frac{1}{2}$$



Reject the negative value of t. The tool falls 4 feet in  $\frac{\sqrt{6}}{2} \approx 1.2$  seconds.

## Explain 3 Defining Imaginary Numbers

You know that the quadratic equation  $x^2 = 1$  has two real solutions, the equation  $x^2 = 0$  has one real solution, and the equation  $x^2 = -1$  has no real solutions. By creating a new type of number called *imaginary numbers*, mathematicians allowed for solutions of equations like  $x^2 = -1$ .

**Imaginary numbers** are the square roots of negative numbers. These numbers can all be written in the form *bi* where *b* is a nonzero real number and *i*, called the **imaginary unit**, represents  $\sqrt{-1}$ . Some examples of imaginary numbers are the following:

• 
$$2i$$
  
•  $-5i$   
•  $-\frac{i}{3}$  or  $-\frac{1}{3}i$   
•  $i\sqrt{2}$  (Write the *i* in front of the radical symbol for clarity.)  
•  $\frac{i\sqrt{3}}{2}$  or  $\frac{\sqrt{3}}{2}i$ 

Given that  $i = \sqrt{-1}$ , you can conclude that  $i^2 = -1$ . This means that the square of any imaginary number is a negative real number. When squaring an imaginary number, use the power of a product property of exponents:  $(ab)^m = a^m \cdot b^m$ .

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## LANGUAGE SUPPORT

### **Connect Vocabulary**

Provide students with 4 to 6 "square root cards"—index cards displaying the square roots of several negative and positive integers. Working in pairs, one student shows a card and the other student decides the kind of number it represents. If both agree, the first student then finds the *square* of that square root. Students switch roles and repeat the process until all the cards have been used.

**Example 3** Find the square of the imaginary number.



#### Reflect

By definition, *i* is a square root of -1. Does -1 have another square root? Explain.
 Yes, -*i* is also a square root of -1 because squaring -*i* also gives -1.

#### Your Turn

Find the square of the imaginary number.



### Explain 4 Finding Imaginary Solutions of Simple Quadratic Equations

Using imaginary numbers, you can solve simple quadratic equations that do not have real solutions.

<b>Example 4</b> Solve the quadratic equation by ta solutions.	aking square roots. Allow for imaginary	© Hought
$  A x^2 + 12 = 0 $		© Houghton Mifflin Harcourt Publishing Company
Write the equation.	$x^2 + 12 = 0$	Harcour
Subtract 12 from both sides.	$x^2 = -12$	t Publis
Use the definition of square root.	$x = \pm \sqrt{-12}$	ning Cor
Use the product property.	$x = \pm \sqrt{(4)(-1)(3)} = \pm 2i\sqrt{3}$	npany
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## **QUESTIONING STRATEGIES**

What is an imaginary number? An imaginary unit *i* is defined as  $\sqrt{-1}$ . You can use the imaginary unit to write the square root of any negative number. Imaginary numbers can be written in the form *bi*, where *b* is a nonzero real number and *i* is the imaginary unit.  $\sqrt{-1}$ 

## **EXPLAIN 4**

## Finding Imaginary Solutions of Simple Quadratic Equations

## **QUESTIONING STRATEGIES**

What do you look for during the solving process to indicate that a quadratic equation might have imaginary solutions? The value  $x^2$  is equal to a negative number or x is equal to the positive or negative square root of a negative number.

## INTEGRATE MATHEMATICAL PRACTICES

## **Focus on Critical Thinking**

**MP.3** Ask how the imaginary solutions of a quadratic equation of the form  $ax^2 = c$  are related, and what their sum might be. Students should see that the solutions are opposites and should surmise that their sum is 0.

# **ELABORATE**

## CONNECT VOCABULARY

A *family of functions* is a set of functions whose graphs have basic characteristics in common. Functions that are in the same family are transformations of their parent function.

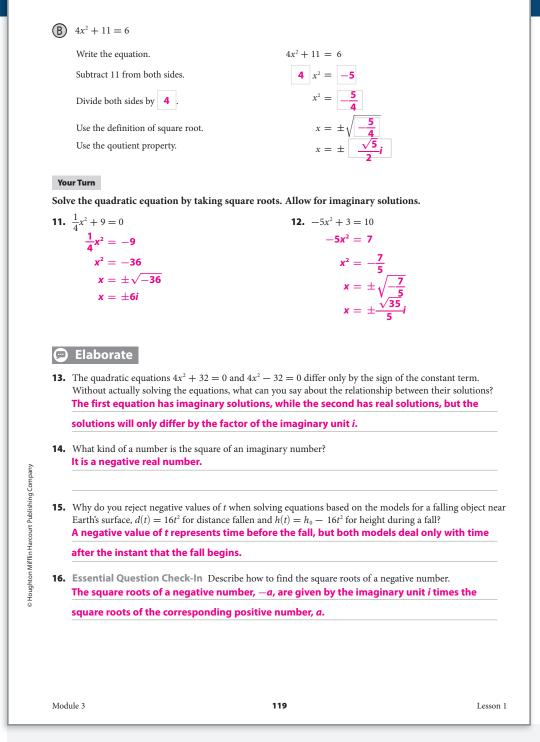
## **QUESTIONING STRATEGIES**

How do you multiply powers with the same base when the exponents are rational? Use the Product of Powers property or Quotient of Powers property and simplify.

Explain why recognizing parent functions is useful for graphing. Recognizing the parent function can help you predict what the graph will look like and help you fill in the missing parts.

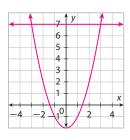
## SUMMARIZE THE LESSON

How can you solve a quadratic equation by taking square roots? Rewrite the equation so that the squared variable is isolated on one side of the equation, then take square roots of both sides. Use the fact that every positive real number has both a positive and a negative square root, and simplify the radical expression, using the product and quotient properties of square roots as necessary.



## 😒 Evaluate: Homework and Practice

- **1.** Solve the equation  $x^2 2 = 7$  using the indicated method.
  - **a.** Solve by graphing.



Treat each side of the equation as a function, and graph the two functions, which in this case are  $f(x) = x^2 - 2$  and g(x) = 7, on the same coordinate plane. Online Hor

Hints and Help
 Extra Practice

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- The x-coordinates of the two points where
- the graphs intersect are x = -3 and x = 3.

**b.** Solve by factoring.

 $x^{2} - 9 = 0$ (x + 3)(x - 3) = 0 x + 3 = 0 or x - 3 = 0

*x* = 3

**c.** Solve by taking square roots.  $x^2 = 9$  $x = \pm \sqrt{9}$ 

 $x = \pm 3$ 

**2.** Solve the equation  $2x^2 + 3 = 5$  using the indicated method.

x = -3 or

**a.** Solve by graphing.

$\begin{array}{c} 7 & y \\ 6 \\ 5 \\ 2 \\ -4 \\ -2 \\ -1 \\ 0 \\ 2 \\ -4 \\ -2 \\ -1 \\ 0 \\ 2 \\ -4 \\ -2 \\ -1 \\ 0 \\ 2 \\ -4 \\ -2 \\ -1 \\ 0 \\ 2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -4 \\ -2 \\ -1 \\ 0 \\ -2 \\ -2 \\ -2 \\ -2 \\ -2 \\ -2 \\ -2 $	Treat each side of the equation as a function, and graph the two functions, which in this case are $f(x) = 2x^2 + 3$ and g(x) = 5, on the same coordinate plane. The x-coordinates of the two points where the graphs intersect are $x = -1$ and $x = 1$ .	
<b>b.</b> Solve by factoring. $2x^2 - 2 = 0$ 2(x + 1)(x - 1) = 0 x + 1 = 0 or $x + 1 = 0$ or $x = -1$ or		
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Exercise	Depth of Knowledge (D.O.K.)	COMMON CORE Mathematical Practices
1–6	1 Recall of Information	MP.4 Modeling
7–10	2 Skills/Concepts	MP.4 Modeling
11-16	2 Skills/Concepts	MP.2 Reasoning
17–20	2 Skills/Concepts	MP.4 Modeling
21-22	<b>2</b> Skills/Concepts	MP.5 Using Tools

## **EVALUATE**



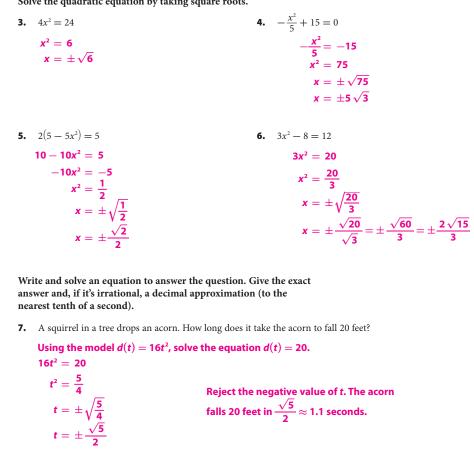
## **ASSIGNMENT GUIDE**

Concepts and Skills	Practice
<b>Explore</b> Investigating Ways of Solving Simple Quadratic Equations	Exercises 1–2
<b>Example 1</b> Finding Real Solutions of Simple Quadratic Equations	Exercises 2–6
<b>Example 2</b> Solving a Real-World Problem Using a Simple Quadratic Equation	Exercises 7–10
Example 3 Defining Imaginary Numbers	Exercises 11–13
<b>Example 4</b> Finding Imaginary Solutions of Simple Quadratic Equations	Exercises 15–18

## **AVOID COMMON ERRORS**

When students draw the graph of a model of a quadratic function F(x), they may draw a smooth curve through the points they plotted. Remind them that a reasonable domain of F(x) consists of whole-number (or decimal) values. Therefore, the graph of the function is actually a set of discrete points rather than a smooth curve.

Solve the quadratic equation by taking square roots.



8. A person washing the windows of an office building drops a squeegee from a height of 60 feet. How long does it take the squeegee to pass by another window washer working at a height of 20 feet?

Using the model  $h(t) = h_0 - 16t^2$ , solve the equation h(t) = 20.

```
60 - 16t^2 = 20
   -16t^2 = -40
```

 $t^2=\frac{10}{4}$ 

 $t = \pm \sqrt{\frac{10}{4}}$ 

 $t = \pm \frac{\sqrt{10}}{2}$ 

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Reject the negative value of t. The squeegee passes by the other window washer in  $\frac{\sqrt{10}}{2} \approx 1.6$  seconds.

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Exercise	Depth of Knowledge (D.O.K.)	<b>COMMON</b> Mathematical Practices
23	1 Recall of Information	MP.2 Reasoning
24–25	3 Strategic Thinking	MP.4 Modeling
26	<b>3</b> Strategic Thinking	MP.3 Logic

Geometry Determine the lengths of the sides of the rectangle using the given area. Give answers both exactly and approximately (to the nearest tenth).

9. The area of the rectangle is  $45 \text{ cm}^2$ .

$ig( extsf{length}ig)ig( extsf{width}ig) =  extsf{area}$	Deiest the momenting value of the server
(3x)(x) = 45	Reject the negative value of <i>x</i> because
$3x^2 = 45$	length cannot be negative. So, the
	width of the rectangle is $\sqrt{15}pprox$ 3.9 cm,
$x^{2} = 15$	and the length is 3 $\sqrt{15}pprox$ 11.6 cm.
$x = \pm \sqrt{15}$	

**10.** The area of the rectangle is  $54 \text{ cm}^2$ .

$ig( extsf{length}ig)ig( extsf{width}ig) =  extsf{area}$	
(3x)(x) = 54	Reject the negative value of <i>x</i> because
$3x^2 = 54$	length cannot be negative. So, the
$x^2 = 18$	width of the rectangle is 3 $\sqrt{2}pprox$ 4.2
$x = \pm \sqrt{18}$	cm, and the length is 9 $\sqrt{2}pprox$ 12.7 cm.
$x = \pm 3\sqrt{2}$	

x

3*x* 

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Find the square of the imaginary number.			
<b>11.</b> 3 <i>i</i>	<b>12.</b> $i\sqrt{5}$	<b>13.</b> $-i\frac{\sqrt{2}}{2}$	
$(3\mathbf{i})^2 = 3^2 \cdot \mathbf{i}^2$	$\left(i\sqrt{5}\right)^2 = \left(\sqrt{5}\right)^2 \cdot i^2$	$\left(-\frac{i\sqrt{2}}{2}\right)^2 = \left(-\frac{\sqrt{2}}{2}\right)^2 \cdot i^2$	
= <b>9</b> (-1)	= 5(-1)		
= -9	= -5	$=\frac{1}{2}(-1)$	
		$= -\frac{1}{2}$	

Determine whether the quadratic equation has real solutions or imaginary solutions by solving the equation. 

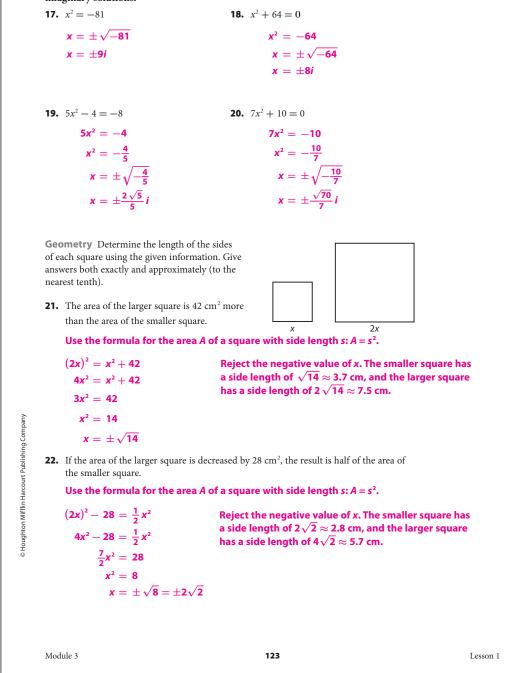
solutions by solving the equation	/11.	
<b>14.</b> $15x^2 - 10 = 0$	<b>15.</b> $\frac{1}{2}x^2 + 12 = 4$	<b>16.</b> $5(2x^2-3) = 4(x^2-10)$
$15x^2 = 10$	$\frac{1}{2}x^2 = -8$	$10x^2 - 15 = 4x^2 - 40$
$x^2 = \frac{2}{3}$	$x^2 = -16$	$6x^2 = -25$
$x = \pm \sqrt{\frac{2}{3}}$	$x = \pm \sqrt{-16}$	$x^2 = -\frac{25}{6}$
$x = \pm \frac{\sqrt{6}}{3}$	$x = \pm 4i$	$x = \pm \sqrt{-\frac{25}{6}}$
The solutions are real.	The solutions are imaginary.	$x=\pm\frac{5\sqrt{6}}{6}i$
		The solutions are imaginary.
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## **QUESTIONING STRATEGIES**

What is meant by reasonable domain? A reasonable domain consists of the values of the independent variables that make sense in the context of the real-world situation.

What is the domain of a function? Why might ? it differ from the reasonable domain? The domain of a function is all the values of the independent variable for which the function is defined. It may include values that represent physically impossible situations, such as a nearly infinite number of minutes.

Solve the quadratic equation by taking square roots. Allow for imaginary solutions.



23	Determine whether each of the fol	llowi	ng number	e ie i	real or imaginary
23.	a. <i>i</i>		Real	X	Imaginary
	<b>b.</b> A square root of 5	X	Real		Imaginary
	<b>c.</b> $(2i)^2$	X	Real		Imaginary
	<b>d.</b> $(-5)^2$	X	Real		Imaginary
	<b>e.</b> $\sqrt{-3}$		Real	X	Imaginary
	<b>f.</b> $-\sqrt{10}$	X	Real		Imaginary

#### H.O.T. Focus on Higher Order Thinking

**24. Critical Thinking** When a batter hits a baseball, you can model the ball's height using a quadratic function that accounts for the ball's initial vertical velocity. However, once the ball reaches its maximum height, its vertical velocity is momentarily 0 feet per second, and you can use the model  $h(t) = h_0 - 16t^2$  to find the ball's height *h* (in feet) at time *t* (in seconds) as it falls to the ground.



**a.** Suppose a fly ball reaches a maximum height of 67 feet and an outfielder catches the ball 3 feet above the ground. How long after the ball begins to descend does the outfielder catch the ball?

Reject the negative value of t. The outfielder

caught the ball 2 seconds after it reached its

Using the model  $h(t) = h_o - 16t^2$ , solve the equation h(t) = 3.

 $67 - 16t^2 = 3$  $-16t^2 = -64$  $t^2 = 4$  $t = \pm\sqrt{4}$ 

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t = \pm 2
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**b.** Can you determine (without writing or solving any equations) the total time the ball was in the air? Explain your reasoning and state any assumptions you make.

maximum height.

The other solution to the quadratic equation h(t) = 3, -2 seconds, is another time when the ball would have been 3 feet above the ground. This would have happened 2 seconds *before* the ball reached its maximum height. If you assume that the batter hit the ball at a height of 3 feet, then you can conclude that the ball was in the air for a total of 4 seconds.

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## PEER-TO-PEER DISCUSSION

Ask students to discuss with a partner a topic they would like to research to find a data set with time as the independent variable.

Students may find examples such as the length or weight of an animal as it grows; the populations of an endangered species in a city; the cost of a particular item; or a team's winning percentage. Have pairs of students then find information on the appropriate model for the data set.

## JOURNAL

Have students write a journal entry that describes how they could apply their knowledge of graphs of quadratic functions to solve real-world problems. **25. Represent Real-World Situations** The aspect ratio of an image on a screen is the ratio of image width to image height. An HDTV screen shows images with an aspect ratio of 16:9. If the area of an HDTV screen is 864 in<sup>2</sup>, what are the dimensions of the screen?



The width of the screen must be some multiple of 16, and the height of screen must be the same multiple of 9. Let *m* be the common (positive) multiplier, so that the width is 16*m*, the height

is 9*m*, and the ratio of width to height is  $\frac{16m}{9m} = \frac{16}{9}$ .

(width)(height) = area  $16m \cdot 9m = 864$   $144m^2 = 864$   $m^2 = 6$  $m = \pm \sqrt{6}$  Reject the negative value of *m*. The width of the screen is  $16\sqrt{6} \approx 39.2$  inches, and the height of the screen is  $9\sqrt{6} \approx 22.0$  inches.

**26.** Explain the Error Russell wants to calculate the amount of time it takes for a load of dirt to fall from a crane's clamshell bucket at a height of 16 feet to the bottom of a hole that is 32 feet deep. He sets up the following equation and tries to solve it.

$$16 - 16t^{2} = 32$$
$$-16t^{2} = 16$$
$$t^{2} = -1$$
$$t = \pm\sqrt{-1}$$
$$t = \pm i$$

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Does Russell's answer make sense? If not, find and correct Russell's error.

No, the time should not be an imaginary number of seconds. His error was using a positive number to represent the "height" of the bottom of the hole. If the hole is 32 feet deep, the bottom is at -32 feet relative to ground level.  $16 - 16t^2 = -32$  $-16t^2 = -48$  $t^2 = 3$  $t = \pm \sqrt{3}$ 

Reject the negative value of t. The dirt took  $\sqrt{3}\approx$  1.7 seconds to reach

the bottom of the hole.

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## **Lesson Performance Task**

A suspension bridge uses two thick cables, one on each side of the road, to hold up the road. The cables are suspended between two towers and have a parabolic shape. Smaller vertical cables connect the parabolic cables to the road. The table gives the lengths of the first few vertical cables starting with the shortest one.

Displacement from the Shortest Vertical Cable (m)	Height of Vertical Cable (m)			
0	3			
1	3.05			
2	3.2			
3	3.45			



Find a quadratic function that describes the height (in meters) of a parabolic cable above the road as a function of the horizontal displacement (in meters) from the cable's lowest point. Use the function to predict the distance between the towers if the parabolic cable reaches a maximum height of 48 m above the road at each tower.

Use a coordinate plane where the x-axis is located at the level of the road, and the y-axis is

located at the shortest vertical cable. In this coordinate system, the general form of the height

function is  $h(x) = ax^2 + k$ . Since the height of the shortest vertical cable is 3 m, k = 3 and

 $h(x) = ax^2 + 3.$ 

To find the value of *a*, use the data for one of the vertical cables (other than the shortest one).

For instance, substitute 1 for x and 3.05 for h(x) and solve  $h(x) = ax^2 + 3$  for a.

 $h(x) = ax^2 + 3$  $h(1) = a \cdot 1^2 + 3$ 3.05 = a + 30.05 = a So,  $h(x) = 0.05x^2 + 3$ . Confirm that h(2) = 3.2 and h(3) = 3.45. Set the height function equal to 48 and solve for x. h(x) = 48 $0.05x^2 + 3 = 48$  $0.05x^2 = 45$  $x^2 = 900$  $x = \pm \sqrt{900}$  $x = \pm 30$ The two towers are at 30 m in opposite directions from the shortest vertical cable, so the distance between towers is 30 - (-30) = 60 m. Module 3 126 Lesson 1

## **EXTENSION ACTIVITY**

The supporting cable on a suspension bridge is in the shape of a parabola, but a cable suspended from both ends takes the shape of a *catenary*. Have students research online to compare the shapes of a parabola and catenary. Some students might be interested in the equation for a catenary,  $y = \frac{a}{2} \left(e^{x/a} + e^{-x/a}\right) = a \cosh\left(\frac{x}{a}\right)$ , where *a* is the vertical distance from the *x*-axis to the vertex. Another topic of interest related to suspension bridges is the Tacoma Narrows Bridge collapse. Have students do an Internet search to find footage of this dramatic event.

## **QUESTIONING STRATEGIES**

How can you tell without calculating whether a quadratic equation has imaginary roots? Graph the equation, and if the graph does not intersect the x-axis, the solutions are imaginary.

## INTEGRATE MATHEMATICAL PRACTICES

## **Focus on Technology**

**MP.5** A graphing calculator or spreadsheet can also be used to quickly evaluate expressions for many values of the variable. Use the table feature of a graphing calculator to evaluate an expression for different unknown values.

#### **Scoring Rubric**

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2 points: Student correctly solves the problem and explains his/her reasoning.
1 point: Student shows good understanding of the problem but does not fully solve or explain his/her reasoning.
0 points: Student does not demonstrate understanding of the problem.