**ALGEBRA ONE NAME: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ SOLVING FROM VERTEX FORM**

When we “solve” a quadratic we are finding:

When our quadratic is in standard form we could solve by:



or

**To Solve from Vertex Form:**

* Set \_\_\_\_\_\_\_ = to \_\_\_\_\_\_
* \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ the squared portion.
* Get rid of the squared by taking the \_\_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_.
* Make sure when you take the \_\_\_\_\_\_\_\_\_\_\_\_ \_\_\_\_\_\_\_\_\_\_\_ you get \_\_\_\_\_\_\_\_\_ answers, one \_\_\_\_\_\_\_\_\_\_\_\_ and one \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_.
* Solve for \_\_\_\_\_\_\_\_\_ !
* Done! ☺

What if our quadratic is in vertex form?

How could we solve?

EX A: y = (x + 5)2 – 4

x-int’s:

vertex:

y-int:

LOS:

range:

increasing:

EX B: y = -2(x – 3)2 + 32

x-int’s:

vertex:

y-int:

LOS:

range:

increasing:

EX C: y = -(x – 10)2 – 1

x-int’s:

vertex:

y-int:

LOS:

range:

increasing: