YEAR 7 — ALGEBRAIC THINKING... **Olgebraic notation**

@whisto maths

What do I need to be able to

By the end of this unit you should be able to:

- Be able to use inverse operations and "operation families".
- Be able to substitute into single and two step function machines.
- Find functions from expressions.
- Form sequences from expressions
- Represent functions graphically.

Keywords

Function: a relationship that instructs how to get from an input to an output.

Input: the number/ sumbol put into a function.

Output: the number/ expression that comes out of a function.

Operation: a mathematical process

Inverse: the operation that undoes what was done by the previous operation. (The opposite operation)

Commutative: the order of the operations do not matter.

Substitute: replace one variable with a number or new variable.

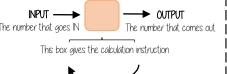
Expression: a maths sentence with a minimum of two numbers and at least one math operation (no equals sign)

Evaluate: work out

Linear: the difference between terms increases or decreases by the same value each time

Sequence: items or numbers put in a pre-decided order

Sinale function machines



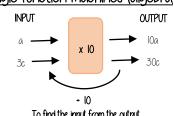


Using letters to represent numbers

5+5+5	y + y + y + y	20 - h
3 x 5	y x 4	20
5 x 3	4 x y	h
ı	4y	_
Oddition and multiplication can be	Ť	20 shared into
done in any order	A loto of 'u'	'h' number of

done in any order 4 lots of 'u' Commutative calculations

Single function machines (algebra)



To find the input from the output Use the **INVERSE** operation

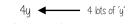
Find functions from expressions



Find the relationship between the input and the output

Sometimes there can be a number of possible functions e.g. +7x or x 2 could both be solutions to the above function machine

Substitution into expressions

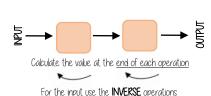


If y = 7 this means the expression is asking for 4 'lots of' 7

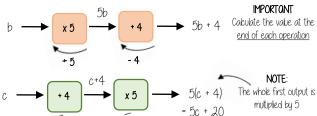
4 x 7 OR 7 + 7 + 7 + 7 OR 7 x 4

e.a: u-27 - 2 = 5

Two step function machines

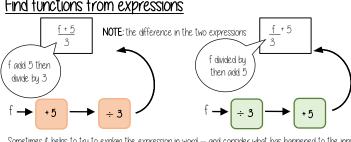


Two step function machines (algebra)



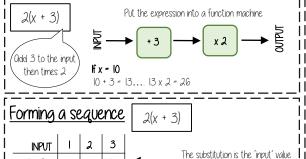
Find functions from expressions

= 28

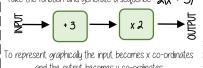


Substitution into an expression

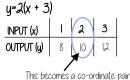
The OUTPUT becomes the sequence I



Representing functions graphically Take the function and generate a sequence 2(x + 3)

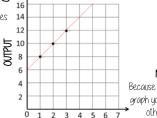


and the output becomes u co-ordinates



(2, 10) to plot on a graph

Not all graphs will be linear only those with an integer value for x. Powers and fractions generate differently shaped graphs



INPUT

NOTE: Because this is a linear graph you can predict other values