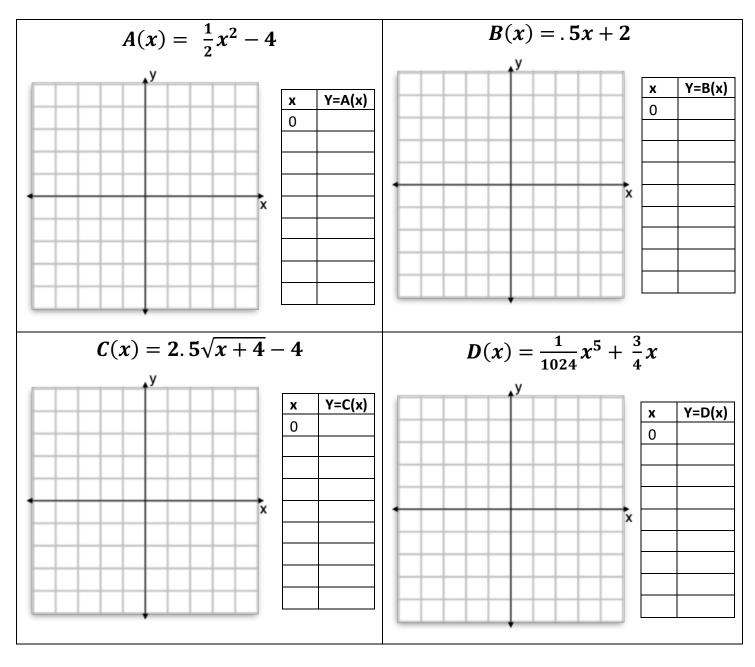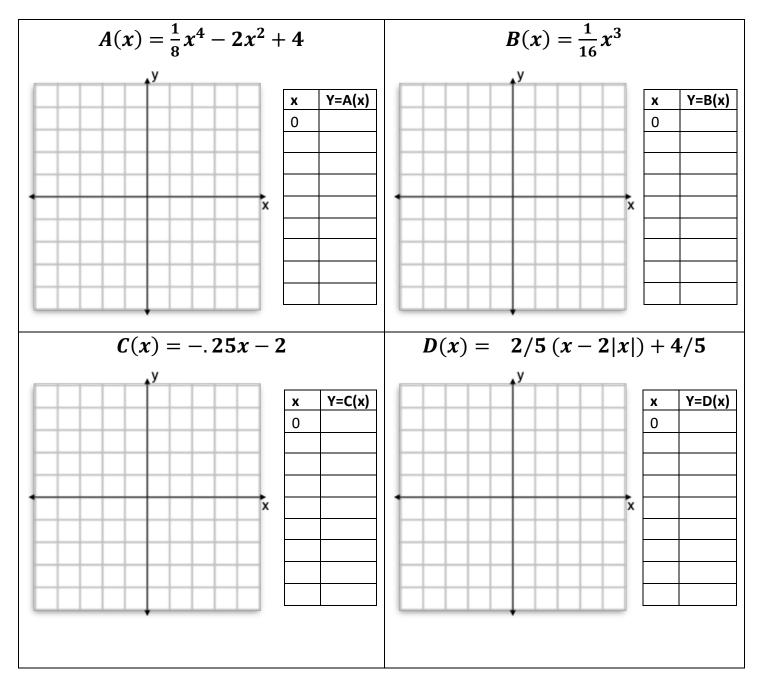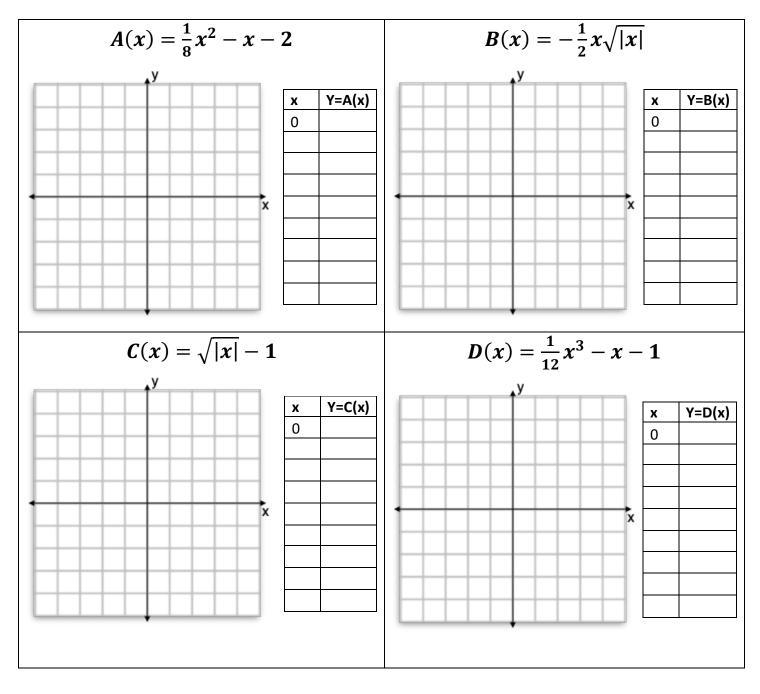# Graphing Bingo – Card #1

Instructions

- Be the first to sketch a complete graph!
- In each round, the letter called – A, B, C, or D – tells you which graph you may add to.
- The number called is the x-value of a point on your graph.
- Calculate the y-value from the formula and plot your point. You may use a calculator. Round to the nearest tenth. Record values for the points you plot in the table provided.
- Note that |y| is the distance of your point from the x-axis. **You may also plot any other point(s) belonging on your graph which lie at the same distance from the x-axis**.
- A graph is considered complete if at least three points are correctly plotted on each side of the y-axis. Once you've plotted three points on each side, draw a graph through your points and shout, "BINGO!"
- X = 0 is your "free space" so go ahead and plot the y-intercept on each of your graphs before we begin.

$A(x) = \frac{1}{2}x^2 - 4$

x	Y=A(x)
0	

$B(x) = .5x + 2$

x	Y=B(x)
0	

$C(x) = 2.5\sqrt{x + 4} - 4$

x	Y=C(x)
0	

$D(x) = \frac{1}{1024}x^5 + \frac{3}{4}x$

x	Y=D(x)
0	

Graphing Bingo – Card #2

Instructions

- Be the first to sketch a complete graph!
- In each round, the letter called – A, B, C, or D – tells you which graph you may add to.
- The number called is the x-value of a point on your graph.
- Calculate the y-value from the formula and plot your point. You may use a calculator. Round to the nearest tenth. Record values for the points you plot in the table provided.
- Note that |y| is the distance of your point from the x-axis. **You may also plot any other point(s) belonging on your graph which lie at the same distance from the x-axis**.
- A graph is considered complete if at least three points are correctly plotted on each side of the y-axis. Once you've plotted three points on each side, draw a graph through your points and shout, "BINGO!"
- X = 0 is your "free space" so go ahead and plot the y-intercept on each of your graphs before we begin.
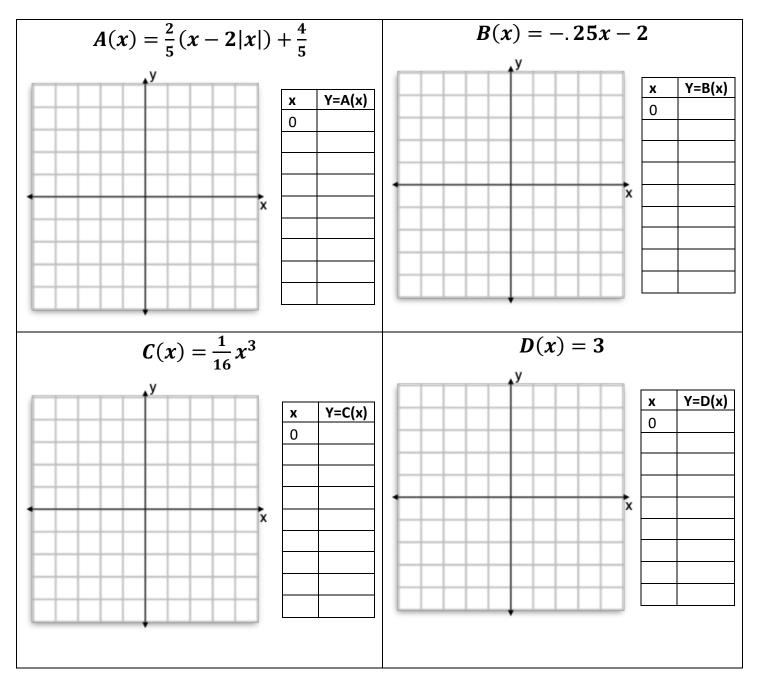
$A(x) = \frac{1}{8}x^4 - 2x^2 + 4$

x	Y=A(x)
0	

$B(x) = \frac{1}{16}x^3$

x	Y=B(x)
0	

$C(x) = -.25x - 2$

x	Y=C(x)
0	

$D(x) = \frac{2}{5}(x - 2|x|) + \frac{4}{5}$

x	Y=D(x)
0	

Graphing Bingo – Card #3

Instructions

- Be the first to sketch a complete graph!
- In each round, the letter called – A, B, C, or D – tells you which graph you may add to.
- The number called is the x-value of a point on your graph.
- Calculate the y-value from the formula and plot your point. You may use a calculator. Round to the nearest tenth. Record values for the points you plot in the table provided.
- Note that |y| is the distance of your point from the x-axis. **You may also plot any other point(s) belonging on your graph which lie at the same distance from the x-axis**.
- A graph is considered complete if at least three points are correctly plotted on each side of the y-axis. Once you've plotted three points on each side, draw a graph through your points and shout, "BINGO!"
- X = 0 is your "free space" so go ahead and plot the y-intercept on each of your graphs before we begin.
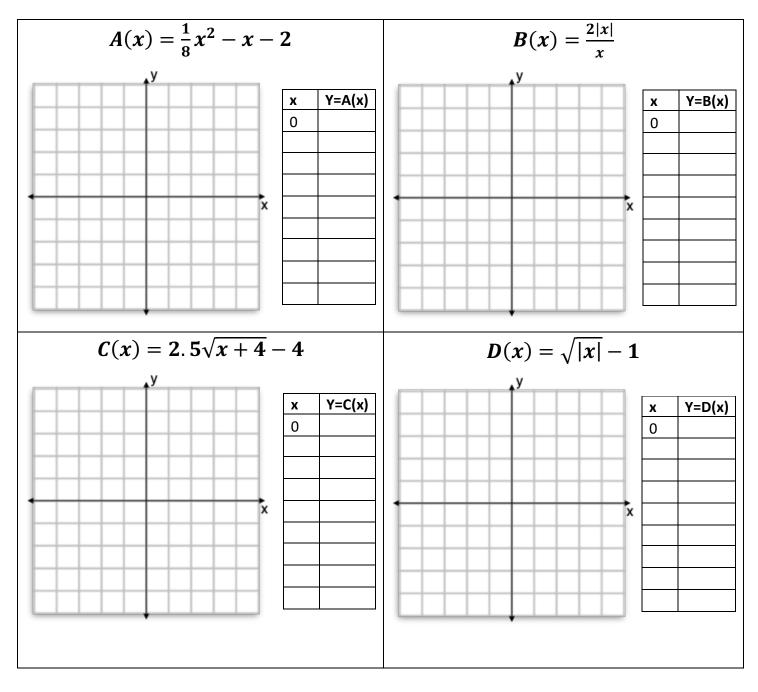
$$A(x) = \frac{1}{8}x^2 - x - 2$$

x	Y=A(x)
0	

$$B(x) = -\frac{1}{2}x\sqrt{|x|}$$

x	Y=B(x)
0	

$$C(x) = \sqrt{|x|} - 1$$

x	Y=C(x)
0	

$$D(x) = \frac{1}{12}x^3 - x - 1$$

x	Y=D(x)
0	

Graphing Bingo – Card #4

Instructions

- Be the first to sketch a complete graph!
- In each round, the letter called – A, B, C, or D – tells you which graph you may add to.
- The number called is the x-value of a point on your graph.
- Calculate the y-value from the formula and plot your point. You may use a calculator. Round to the nearest tenth. Record values for the points you plot in the table provided.
- Note that |y| is the distance of your point from the x-axis. **You may also plot any other point(s) belonging on your graph which lie at the same distance from the x-axis**.
- A graph is considered complete if at least three points are correctly plotted on each side of the y-axis. Once you've plotted three points on each side, draw a graph through your points and shout, "BINGO!"
- X = 0 is your "free space" so go ahead and plot the y-intercept on each of your graphs before we begin.
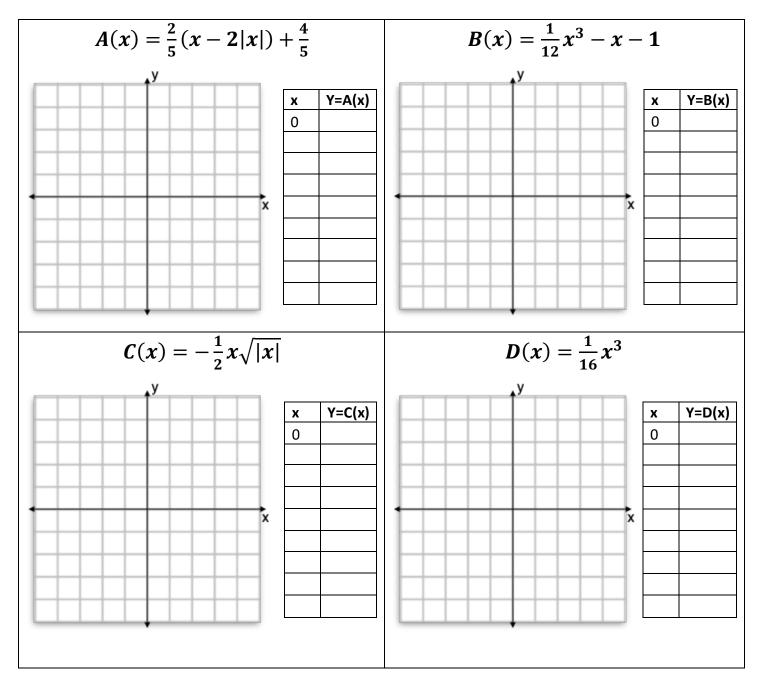
$$A(x) = \frac{2}{5}(x - 2|x|) + \frac{4}{5}$$

x	Y=A(x)
0	

$$B(x) = -.25x - 2$$

x	Y=B(x)
0	

$$C(x) = \frac{1}{16}x^3$$

x	Y=C(x)
0	

$$D(x) = 3$$

x	Y=D(x)
0	

Graphing Bingo – Card #5

Instructions
- Be the first to sketch a complete graph!
- In each round, the letter called – A, B, C, or D – tells you which graph you may add to.
- The number called is the x-value of a point on your graph.
- Calculate the y-value from the formula and plot your point. You may use a calculator. Round to the nearest tenth. Record values for the points you plot in the table provided.
- Note that |y| is the distance of your point from the x-axis. **You may also plot any other point(s) belonging on your graph which lie at the same distance from the x-axis**.
- A graph is considered complete if at least three points are correctly plotted on each side of the y-axis. Once you've plotted three points on each side, draw a graph through your points and shout, "BINGO!"
- X = 0 is your "free space" so go ahead and plot the y-intercept on each of your graphs before we begin.

$$A(x) = \frac{1}{8}x^2 - x - 2$$

x	Y=A(x)
0	

$$B(x) = \frac{2|x|}{x}$$

x	Y=B(x)
0	

$$C(x) = 2.5\sqrt{x+4} - 4$$

x	Y=C(x)
0	

$$D(x) = \sqrt{|x|} - 1$$

x	Y=D(x)
0	

Graphing Bingo – Card #6

Instructions
- Be the first to sketch a complete graph!
- In each round, the letter called – A, B, C, or D – tells you which graph you may add to.
- The number called is the x-value of a point on your graph.
- Calculate the y-value from the formula and plot your point. You may use a calculator. Round to the nearest tenth. Record values for the points you plot in the table provided.
- Note that |y| is the distance of your point from the x-axis. **You may also plot any other point(s) belonging on your graph which lie at the same distance from the x-axis**.
- A graph is considered complete if at least three points are correctly plotted on each side of the y-axis. Once you've plotted three points on each side, draw a graph through your points and shout, "BINGO!"
- X = 0 is your "free space" so go ahead and plot the y-intercept on each of your graphs before we begin.

$$A(x) = \frac{2}{5}(x - 2|x|) + \frac{4}{5}$$

x	Y=A(x)
0	

$$B(x) = \frac{1}{12}x^3 - x - 1$$

x	Y=B(x)
0	

$$C(x) = -\frac{1}{2}x\sqrt{|x|}$$

x	Y=C(x)
0	

$$D(x) = \frac{1}{16}x^3$$

x	Y=D(x)
0	

Graphing Bingo – Card #___

Instructions

- Be the first to sketch a complete graph!
- In each round, the letter called – A, B, C, or D – tells you which graph you may add to.
- The number called is the x-value of a point on your graph.
- Calculate the y-value from the formula and plot your point. You may use a calculator. Round to the nearest tenth. Record values for the points you plot in the table provided.
- Note that |y| is the distance of your point from the x-axis. **You may also plot any other point(s) belonging on your graph which lie at the same distance from the x-axis**.
- A graph is considered complete if at least three points are correctly plotted on each side of the y-axis. Once you've plotted three points on each side, draw a graph through your points and shout, "BINGO!"
- X = 0 is your "free space" so go ahead and plot the y-intercept on each of your graphs before we begin.

$A(x) =$

x	Y=A(x)
0	

$B(x) =$

x	Y=B(x)
0	

$C(x) =$

x	Y=C(x)
0	

$D(x) =$

x	Y=D(x)
0	