Numerical, graphical and symbolic computation

Key skills | Free preview

Learning target: Use appropriate numerical, graphical and symbolic calculations in technology.

Numerical, graphical and symbolic features can support one another when their inputs are consistent. Record the expression used for each operation and connect the outputs to the same mathematical features. A reproducible workflow includes tables and display settings as well as final values. Use an independent check to catch an entry or interpretation error.

Try the mathematics

Task 1. Use technology to expand $(x+1)^3$, produce a numerical table for $f(x)=x^3-2$ and draw its graph. Record enough inputs for another student to reproduce the work.

Continue with the full worksheet

The complete resource has 2 focused task sets and substantive worked solutions. Use an exercise book or print the A4 worksheet. This preview shows the first task without its full solution.

Find this resource: https://resources.aspiretopowerlearning.com.au/vce/skills/aspire-mm-u1-o3-ks-03/

Study-design reference

VCE Mathematics Study Design 2023-2027, version 1.1 (November 2022). Mathematical Methods; Unit 1; Outcome 3; Key skills; bullet 3; p. 49.

The learning target is a concise paraphrase. Aspire reference: aspire-mm-u1-o3-ks-03. This is an internal identifier, not an official VCAA code.

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