

Name: \_\_\_\_\_ Date: \_\_\_\_\_

**Converting from Vertex Form to Standard Form****Multiply out the binomial, distribute (if needed), & combine like terms.**

1.  $f(x) = (x-1)^2 + 8$

2.  $f(x) = 2(x+3)^2 - 5$

3.  $f(x) = -(x-4)^2 + 3$

4.  $f(x) = 2(x+1)^2 - 2$

**Converting from Standard Form to Vertex Form****Find the Vertex Method:**

- ★ Identify  $a$ ,  $b$ , &  $c$ .
- ★ Find the line of symmetry or “ $h$ ” by using  $x = \frac{-b}{2a}$
- ★ Find the  $y$  value of the vertex, or “ $k$ ” by substituting “ $x$ ” into the equation.
- ★ Go get “ $a$ ” (it stays the same).
- ★ Write the equation in vertex form using your found values of  $a$ ,  $h$ , and  $k$ .

$$f(x) = a(x-h)^2 + k$$

5.  $f(x) = x^2 + 8x + 1$

6.  $f(x) = 3x^2 - 6x + 5$

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**Using the Ti-84 Calculator:**

- ★ “Y=” and type in the function
  - ★ “Graph”
  - ★ Press “2<sup>nd</sup>”, “Trace” (to get “Calc”), and Min or Max as applicable
  - ★ Set the bounds, make your best guess, and hit enter
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7.  $f(x) = x^2 + 6x + 8$

8.  $f(x) = 3x^2 + 24x + 50$ 

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