Name:

Date:

Lesson 4.1.5 (Part 2) Homework

**4-49.** Invent a tile pattern that grows by 4 each time. Draw Figures 0, 1, 2, and 3. Use color or shading to show the growth.



**4-50.** Complete a table for the rule *y* = 3 − *x*.

* 1. Draw a complete graph for this rule.
	2. Is (32, −29) a point on this graph? Explain why or why not.

**4-51.** For each equation below, solve for the variable. Check your solutions, if possible, and show all work.

* 1. 3*p* − 7 + 9 − 2*p* = *p* + 2, solve for *p*
	2. −2*x* + 5 + (−*x*) − 5 = 0, solve for *x*
	3. 12 = *r* + 6 − 2*r*, solve for *r*.
	4. −(*y*2 − 2) = *y*2 − 5 − 2*y*2, solve for *y*
*

**4-52.** Solve each equation below for *x*. Then check your solutions.

* 1. 
	2. 
	3. 
	4. 

**4-53.** Sketch a graph to match each story below using axes labeled as shown at right.

* 1. Luis rides his skateboard at the same speed all the way home. It takes him ten minutes to get there.



* 1. Corinna jogs along at the same speed until she reaches a hill, and then she slows down until she finally stops to rest.



* 1. Sergei is talking with his friends at the donut shop when he realizes that it is almost time for math class. He runs toward school, but he slows to a walk when he hears the bell ring and realizes that he is already late. He sits down in class four minutes after he left the donut shop.

