

# Linear II Activity Objectives

Activity Title	Mathematical Objectives
Counting Carbohydrates: Working with Linear Systems (p. 6)	Create a linear system of equations for a real-world context Graph linear functions Find the point of intersection of two lines Solve a system of linear equations
Investing in Entertainment: Using Linear Programming (p. 10)	Create a system of linear inequalities from a verbal description Graph the solution region of a system of linear inequalities Solve a linear programming problem
Investing in Fast Food: Using Linear Programming (p. 14)	Create a system of linear inequalities from a verbal description Graph the solution region of a system of linear inequalities Solve a linear programming problem
Owning Part of a Clothing Company: Using Linear Programming (p. 18)	Create a system of linear inequalities from a verbal description Graph the solution region of a system of linear inequalities Solve a linear programming problem
Selling Nuts: Using Linear Inequalities (p. 22)	Create and graph linear inequalities Find the point of intersection of two lines
Travel Options - California: Working with Linear Systems (p. 26)	Create and graph a linear function model Estimate a point of intersection from a graph of two lines Solve a system of linear equations algebraically
Travel Options - Florida: Working with Linear Systems (p. 30)	Create and graph a linear function model Estimate a point of intersection from a graph of two lines Solve a system of linear equations algebraically
Travel Options - Utah: Working with Linear Systems (p. 34)	Create and graph a linear function model Estimate a point of intersection from a graph of two lines Solve a system of linear equations algebraically
Using Resources Wisely: Investigating Linear Programming (p. 38)	Create a linear programming problem from a verbal description Graph the feasible region of a linear programming problem Find the corner points of a solution region Solve a linear programming problem
Using Resources Wisely #2: Investigating Linear Programming (p. 42)	Create a linear programming problem from a verbal description Graph the feasible region of a linear programming problem Find the corner points of a solution region Solve a linear programming problem