

CLIP 1: Graphing, Identifying, Describing Periodic Functions

- **representing** a function graphically and identifying whether the function is periodic;
- **communicating** a description of the context that produces one complete cycle and identifying changes to the context that affect graphical features of one cycle;
- reflecting on familiar curves to recognize that periodic functions are different from linear or quadratic functions

Activity Number/Type	Activity Title	Math content
1.1 Minds On	Collecting and Graphing Data	 Students will: review graphical representations of linear and quadratic functions investigate the vertical line test on a periodic function define a periodic function
Minds On	Tides	connect tides to periodic functions
1.3 Action	Swimming Pool Lengths Sketch (GSP File)	 Students will: investigate the periodic functions created by a swimmer moving back and forth in a pool connect changes in the swimmer's conditions to changes in a periodic function (e.g. starting position, speed, etc.)
1.4 Consolidate	Circular Motion Sketch (GSP File)	 Students will: reflect on how the function created by measuring the distance from a wall while walking in a circle creates a periodic function make prediction about which contextual changes will affect the period
1.5 Consolidate	Quiz: Periodic Functions	 Students will: practice identifying a variety of graphs and scenarios as creating periodic or non-periodic functions
1.6 Show What You Know		
1.6.1 Assessment Demonstration	Swimming Pool or Circular Motion (GSP File)	 Students will: reflect on their understanding of periodic motion



1.6.2 Assessment Game	Relations Cards (printable)	 Students will: play a matching game that requires them to identify linear, quadratic, periodic and other functions
1.6.3 Written Assessment	Periodic Story	Students will:create a story that describes periodic motion
1.6.4 Assessment Think Aloud	Quiz: Periodic Functions	Students will: communicate their understanding of periodic motion



CLIP 2: Key Properties

Critical Learning:

 communicating key properties (i.e. amplitude, period, maximum/minimum values, increasing/decreasing intervals) of periodic functions using precise academic language

Activity Number/Type	Activity Title	Math content
2.1 Minds On	Introduction: Key Properties	 Students will: review key properties of linear and quadratic functions begin to develop an understanding of key properties of periodic function
2.2 Action	Key Properties of Periodic Functions Sketch	 Students will: investigate key properties of periodic functions using GSP
2.3 Consolidate	Practice: Key Properties Sketch	 Students will: practise determining key properties of periodic functions using GSP
2.4 Show What You Know		
2.4.1 Assessment Demonstration	Key Properties of Periodic Function	 Students will: communicate their understanding of key properties of periodic functions using the GSP file from activity 2.2
2.4.2 Assessment Demonstration	Practice: Key Properties Sketch	 Students will: explain their learning while determining key properties of periodic functions using the GSP file from activity 2.3
2.4.3 Assessment Game	Periodic Function Cards (printable)	 Students will: play a periodic functions card game using their understanding of key properties
2.4.4 Written Assessment	Report on key properties	 Students will: reflect on the key properties of periodic functions



CLIP 3: The Sine Ratio

- **representing** numerical data, generated by the sine ratio graphically to produce the graph of y = sin x
- **reflecting** on the nature of the curve y = sin x to conclude that it is a function
- **communicating** key properties of f(x) = sin x using precise academic vocabulary
- **selecting** key properties of the graph of f(x) = sin x to produce a paper/pencil sketch

Activity Number/Type	Activity Title	Math content
3.1 Minds On	The Sine Ratio	 Students will: connect prior knowledge of the sine ratio in right triangles to the graph of the sine ratio between 0° and 90°
3.2 Action	Generating the Sine Function	 Students will: compare angles given between two arms/rays to angles in standard position define the following terms as they related to angles on a coordinate grid: initial arm, terminal arm, vertex, initial ray, terminal ray, centre, angle, theta. investigate the relationship between the coordinate points, the radius of a point on the terminal ray, and the sides of the right triangle created from that point investigate the sine ratio of an angle in standard position generate a sine function using points from the unit circle
3.3 Action	Key Properties of the Sine Function	 Students will: investigate the key properties of the sine function e.g. cycle, period, maximum value, minimum value, zeroes investigate the meaning of increasing and decreasing, domain and range, amplitude and phase shift match key property words with graphical representations of the sine function
3.4 Action	Sketching the Sine Function	 Students will: investigate shortcuts for graphing a sine function using key properties (e.g. maximum, minimum and zeros)
3.5 Consolidate	Sine Skills Games and Practice	 Students will: practice creating sine graphs using key points playing either the Sinesweeper Game, or the Sine Dancing Game
3.6 Consolidate 3.7 Show What Y	Quiz: The Sine Function You Know	 Students will: answer 10 questions that demonstrate their understanding of the sine function



Content at a Glance

3.7.1		Students will:
Assessment	Create a physical model	create a physical model of a unit circle to use while discussing the key features of the
Demonstration		sine function
3.7.2		Students will:
Assessment	Web Search Results Page	 use the internet to find and summarize web pages that show connections between the
Demonstration		sine ratio and the sine function
3.7.3	Koy Proportion of Sino	Students will:
Assessment	Eurotion	• communicate their understanding of key properties of the sine function using activity 3.3
Think Aloud	FUNCTION	
3.7.4	Sing Skills Comps and	Students will:
Assessment		 practice graphing the sine function using activity 3.5
Game	Fractice	
3.7.5		Students will:
Assessment	Memory Match game	 match key properties terminology with pictures, values and/or definitions
Game		
3.7.6	Key Properties of the Sine	Students will:
Assessment	Function cards	 match key properties terminology with pictures, values and/or definitions
Game	(printable)	



CLIP 4: Transformations of Periodic Functions

- reflecting on prior knowledge about transformation of shapes and extending it
- connecting through exploration with technology, a visual change to the name of a single transformation including specific nonnumeric details (for vertical and horizontal translations, vertical and horizontal dilatations to a line, and a reflection in a horizontal line) on a variety of shapes and curves

Activity	Activity Title	Math content
Number/Type	•	
4.1	Transformations	Students will:
Minds On	? ? ? ? transformation	 investigate the meaning of the term 'transformation' in real life situations
	Types of	Students will:
	Transformations	 investigate transformations of objects, the parabola and the sine curve using GSP.
4.2	Sketch	
Action	Exceeds one of the Sandahamana Robots. Use the "grow" paint is an units grow manne. Think apport and a topports in expect open, which and users' minute difference?	
	Naming	Students will:
	Transformations	 visualize what happens to a transformed sine function when individual transformations are
4.3	Sketch	'undone'
Consolidate	(GSP File)	 practice naming transformations of the base sine function
	Other A the designment of the source of the designment of the	
4.4 Show	What You Know	
4.4.1		Students will:
Assessment	Elastic band	 demonstrate different types of transformations using an elastic band
Demonstration		
4.4.0	Naming	Students will:
4.4.2	Transformations	 identify transformations by matching a graph card with a transformation card
Assessment	(printable)	
Game		

Periodic & Sine Functions & Their Transformations

4.4.3 Assessment Game	Transforming Sine Curves Sketch	 Students will: create a game to demonstrate their understanding of transformations using a transformations GSP sketch
4.4.4 Assessment Think Aloud	Naming Transformations Sketch	 Students will: communicate their understanding of transformations using the GSP sketch from activity 4.3
4.4.5 Assessment Game	Memory Match game	 Students will: match transformed graphs, descriptions of transformations and equations of transformed sine functions





CLIP 5: Transformations of Periodic Functions in Context

- connecting through exploration with technology, changes in real-world periodic relationships with resulting transformations in their graphical models
- **reasoning** about changes in real-world contexts and resulting changes in mathematical representations
- **communicating** using precise mathematical vocabulary

Activity Number/Type	Activity Title	Math content
5.1 Minds On	Reasoning about Changes	 Students will: explore how the graphical representation of a periodic function created by walking around a circle is changed by the size and position of the circle as well as the walker's starting point, speed, and direction change
5.2 Action	Transformations in Context	 Students will: explore how changes made to a Ferris wheel's motion (position, speed etc) transform the graphical representation of the function representing the height of one seat on the Ferris wheel
5.3 Consolidate	Changes in Contexts	 Students will: investigate the periodic nature of some real world contexts. investigate how changes to real world contexts transform the graphical representation of that context (eg. skipping rope, noise cancelling headphones, engine piston, pendulum and escalator)
5.4 Show	What You Know	
5.4.1 Assessment Written	Create a periodic story	 Students will: communicate their understanding of real world periodic motion and transformations caused by changes in context
5.4.2 Assessment Think aloud	Transformations in Context	Students will: communicate their understanding of transformations using activity 5.2
5.4.3 Assessment Oral/Written	SineBeauty and SpecialEffects	 Students will: create a special effect using a GSP animation file of sine functions explore how changing transformations effects the path of a ball



CLIP 6: Roles of the Parameters a, c and d

- connecting through exploration with technology, a change in one of the parameters *a*, *c* or *d* in algebraic models of sine functions with transformations of the graph of *f*(*x*) = sin *x*
- **representing** graphical transformations by changes in values of parameters, and representing changes in parameters graphically

Activity	Activity Title	Math content
6.1 Minds On	Special Effects	Students will: connect changes in the parameters of a sine function to changes in the path of a ball
6.2 Action	Exploring the Parameters a,c and d Sketch	 Students will: investigate the types of transformations that result from changes in the parameters a, c and d using GSP
6.3 Consolidate	Quiz: Transformation Connections	 Students will review and practice: matching graphs of transformed functions to descriptions of transformations determining the general form of the equation of a transformed sine function
6.4 Show	What You Know	
6.4.1 Assessment Demonstration	Exploring the Parameters <i>a, c,</i> and <i>d</i>	 explain the effects of changes to the parameters <i>a</i>, <i>c</i> and <i>d</i> on the sine graph using the GSP sketch from activity 6.2
6.4.2 Assessment Think aloud	Quiz (think aloud)	 Students will: communicate their understanding while answering questions related to transformations using activity 6.3
6.4.3 Assessment Organizer	Create a graphic organizer	 Students will: communicate their understanding of transformations using a graphic organizer



CLIP 7: Sketching the Sine Function

- ◆ representing f(x) = a sin x, f(x) = sin x + c, and f(x) = sin (x d) as graphical models by sketching their graphs using transformations of the graph of f(x) = sin x
- **reflecting** on the precision of graphical representations of sine functions
- **communicating** the range of the functions

Activity	Activity Title	Math content	
7.1 Minds On	Connections: Parameters & Transformations $y = \sin(x) + c$ $y = \sin(x) + c$	 Students will: review concepts related to transformations by entering values for period, maximum value, minimum value and amplitude make connections between the graph and an equation created by dragging sliders 	
7.2 Action	Using Transformation Sketch	 Students will: estimate the value of a parameter in the equation of a transformed sine function given the graphical representation in a GSP sketch 	
7.3 Consolidate	Quiz: Sketching Sine Functions	 Students will: describe transformations that must be applied to create a graph given an equation and then sketch one cycle of a the curve 	
7.4 Show What You Know			
7.4.1 Assessment Demonstration	Using Transformations to Graph Sine Functions	 Students will: communicate their understanding by determining parameter values given a graphical representation of a transformed sine function using the GSP sketch from activity 7.2 	
7.4.2 Assessment Think aloud	Quiz: Sketching Sine Functions	 Students will: communicate their understanding of transformations while completing the quiz from activity 7.3 	



7.4.3	Graphing	Students will:
Assessment	Transformations of	 sketch f(x) = sinx and several different transformed functions on the same grid
Demonstration	f(x) = sinx	discuss the key properties of each graph
7.4.4	Momory Match game	Students will:
Assessment	Memory Match game	 match transformed graphs, descriptions of transformations and equations of transformed sine
Game		functions