



2023

() (x³)

WHY YOU DERIVING

 $\frac{d}{dx}$ WHY YOU DERIVING OURSELF

Goals

WHY YOU DERIVING

0

(***) (3x²

This fortnight we will be:

HAWKER COLLEGE

Engage | Inspire | Achieve

- **MM2**: Introduction to **Differential Calculus**
- Finding the gradient function (derivative) of polynomial functions using the power rule
- Differentiating using power rule
- Locating stationary points: f'(x)=0
- Finding equation of tangent and normal lines to a curve

Theoretical Components

WHY YOU DERIVING

Resources:

Maths Quest Year 11 Chapter 9

Derivative as slope of a tangent line: https://youtu.be/ANyVpMS3HL4

Knowledge Checklist:

- what is a rate? •
- constant rates
- variable rates
- average rates of change
- instantaneous rates of change
- interpret graphs that illustrate rates of • change
- equations of tangents •
- what is a limit?
- evaluating limits
- what is a gradient function?
- what is the x-intercept of a gradient • function?
- power rule
- finding gradient functions by sketching
- finding gradient functions by using the rule
- finding gradient functions using your CAS

The derivative of $f(x)=x^2$ for any x https://youtu.be/HEH oKNLgUU

Example of finding gradient function from first principle for f(x) = 5x + 1

https://www.youtube.com/watch?v=6rJ9hDUEeo Q

Practical Components

Rule 1. If $f(x) = x^{n}$, then $f'(x) = nx^{n-1}$.

Rule 2. If $f(x) = ax^{n}$, then $f'(x) = nax^{n-1}$.

Rule 3. If f(x) = c, then f'(x) = 0 (where c is constant).

Rule 4. If f(x) = g(x) + h(x), then f'(x) = g'(x) + h'(x)

- Ex 9D Finding derivatives by rule All questions 13 – 25
- **Ex 9E Rates of Change Applications** Qs 2, 4, 5, 6, 7, 11 – 17

Investigation

See next page.

Make sure you prepare your Journal Entry for Weeks 9-10, Week 11 and Week 12 if you haven't already.

Mathspace task – Derivative applications –

QFO Quiz/Forum/Other

https://mathspace.co/student/tasks/TopicCustomTask-654947/

MM2 INVESTIGATION Week 12

A crash test car, with a test dummy inside of it, will travel towards a brick wall 100 metres away. The car's distance from its starting point can be modelled with the function $d(t) = 7.5t^2$ where t is *time in seconds*.

- 1. Determine how many seconds (to two d.p) it will take for the car to collide with the brick wall.
- 2. Find the car's average velocity between t = 0 and the time of impact.
- 3. Find the car's velocity at the time of impact (by calculating the instantaneous rate of change).
- 4. Find the car's average acceleration between t = 0 and the time of impact.
- 5. Find the car's acceleration at the time of impact (by calculating the instantaneous rate of change of the velocity at the time of impact).
- Using Newton's second law, F (force, in Newtons) = m (mass, in kg) multiplied acceleration (in metres per second squared), calculate the amount of force applied to the car at the point of impact, if the car has a mass of approximately 2,000 kg.
- 7. The car can resist 50,000 Newton's of force without causing significant damage to the driver. Will the crash test cause any significant damage to the dummy within?
- 8. The function for the distance of the car from the starting point changes to $15t^2$. Will the dummy face significant damage from the crash now?