

A Tour of Your Textbook

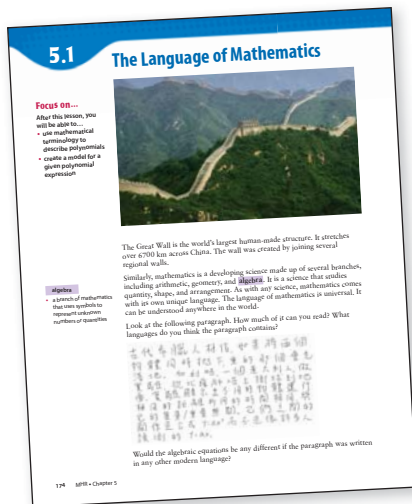
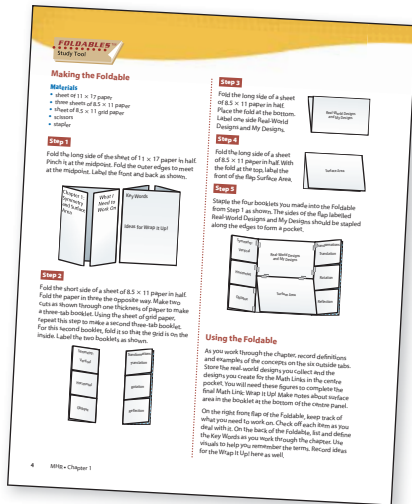
Chapter Opener

Each chapter begins with a two-page spread which introduces you to what you will learn in the chapter.



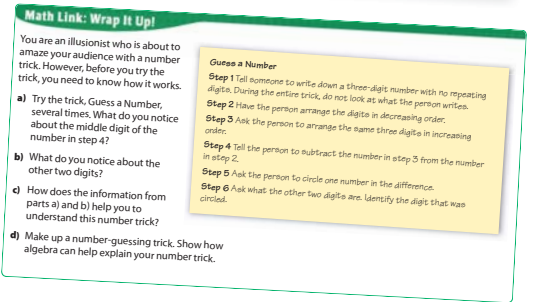
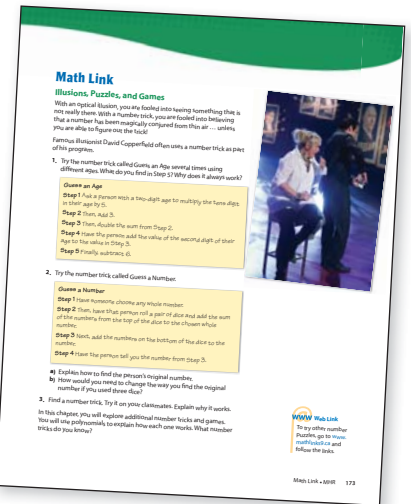
Foldables™

Each chapter includes a Foldable to help you organize what you are learning and keep track of what you need to work on. Instructions on where and how to record information on the Foldable will help you use it as a study tool.



Math Link

Each chapter introduces a Math Link that helps you connect math and your own personal experiences. You will often revisit the Math Link at the end of a lesson. This is an opportunity for you to build concepts and understanding. The Math Link: Wrap It Up! at the end of each chapter gives you an opportunity to demonstrate your understanding of the chapter concepts.



Numbered Sections

The numbered sections often start with a visual to connect the topic to a real setting. The purpose of this introduction is to help you make connections between the math in the section and the real world, or to make connections to what you already know.

A three-part lesson follows.

Explore

- An activity is designed to help you build your own understanding of the new concept and lead toward answers to the key question. This activity is often related to the opening visual and introductory text in the section.

Link the Ideas

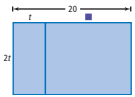
- Some of these sections start with a piece of text that will help you connect what you did in the Explore to the Examples.
- Examples and Solutions demonstrate how to use the concept.

- A summary of the main new concepts is given in the Key Ideas.

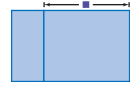
Explore Multiplying a Polynomial by a Monomial

When a train's brakes are applied, the train travels a distance before it stops. After t seconds, the distance, in metres, that the train travels is given by the polynomial $2t(20 - t)$.

- What part of the diagram does $2t(20 - t)$ represent?



- What polynomial represents the unknown length in the diagram? How did you determine this polynomial?



- Find three rectangles in the diagram. What is an expression for the area of the largest rectangle? What is an expression for the area of the smallest rectangle?
- What is the difference in area between the largest and smallest rectangles? Show two ways to find your answer.
- Calculate the area of the medium-sized rectangle using the dimension you determined in #2.

Reflect and Check

- Describe the steps you used in #5 to calculate the area of the medium-sized rectangle.
- How is the area of the medium-sized rectangle related to the areas of the large rectangle and the small rectangle?
- How far does the train travel in 10 s? Show how you arrived at your answer.


Literacy Link
A polynomial is made up of terms connected by addition or subtraction.
Examples:
 $x + 5$
 $2d - 2.4$
 x
 $3x^2 + 5x - 6$
 $\frac{h^2}{2} - \frac{h}{4}$

7.2 Multiplying Polynomials by Monomials • MHR 265

Link the Ideas

Reading an inequality depends on the inequality symbol used.


Inequality	Meaning
$a > b$	a is greater than b
$a < b$	a is less than b
$a \geq b$	a is greater than or equal to b
$a \leq b$	a is less than or equal to b
$a \neq b$	a is not equal to b

Literacy Link
Inequalities can be expressed three ways:
• Verbally using words. For example, "all numbers less than or equal to 0.75."
• Graphically using visuals, such as diagrams and graphs. For example, 
• Algebraically using mathematical symbols. For example, $x \leq 0.75$.

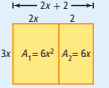
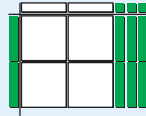
Example 1: Represent Inequalities

Many jobs pay people a higher rate for working overtime. Reema earns overtime pay when she works more than 40 h a week.

- Give four possible values that would result in overtime pay.
- Verbally express the amount of time that qualifies for overtime as an inequality.
- Express the inequality graphically.
- Express the inequality algebraically.
- Represent the amount of time that does not qualify for overtime as an inequality. Express the inequality verbally, graphically, and algebraically.



Key Ideas

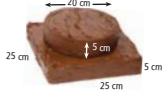

- You can represent the multiplication of a polynomial by a monomial using models.
 - area model
 
 $(3x)(2x + 2)$
The product is represented by $A_1 + A_2$.
 $(3x)(2x + 2) = 6x^2 + 6x$
 - algebra tiles
 
 $(2x)(-2x + 3)$
There are 4 negative x^2 -tiles and 6 positive x -tiles.
 $(2x)(-2x + 3) = -4x^2 + 6x$
- To multiply a polynomial by a monomial algebraically, you can expand the expression using the distributive property. Multiply each term of the polynomial by the monomial.

$$\begin{aligned} & (-1.2x)(3x - 7) \\ &= (-1.2x)(3x) - (-1.2x)(7) \\ &= -3.6x^2 + 8.4x \end{aligned}$$




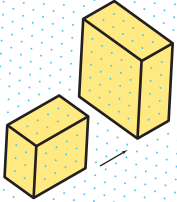
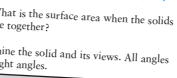
Check Your Understanding

- **Communicate the Ideas:** These questions let you talk or write about the concepts and assess whether you understand the ideas.
- **Practise:** These are questions to check your knowledge and understanding of what you have learned.
- **Apply:** In these questions, you need to apply what you have learned to solve problems.
- **Extend:** These questions may be more challenging and may make connections to other lessons.

Check Your Understanding
Communicate the Ideas

- Build two different solid objects each using 24 interlocking cubes.
 - Explain how symmetry could help you determine the surface area of one of your objects.
 - Slide the two objects together. What is the area of overlap between the objects?
 - How does the overlap affect the total surface area of your composite object?
- Nick makes a two-layer cake. Instead of icing, he puts strawberry jam between the two layers. He plans to cover the outside of the cake with chocolate icing. Describe how he can calculate the area that needs icing.
 
- Explain how you would calculate the surface area of the object shown.
 

Practise
 For help with #4 to #7, refer to Example 1 on pages 28–29.

- Each object has been constructed from centimetre cubes. Estimate and then calculate the surface area.
 - 
 - 
- The following objects have been drawn on isometric dot paper where the distance between dots is 2 cm. Determine the surface area of each object.
 - 
- If you build the rectangular solids and slide them together as shown, what is the area of the overlap? Assume the dots are 1 cm apart.
 
 - What is the surface area when the solids are together?
 
- Examine the solid and its views. All angles are right angles.

How does MathLinks 9 help you learn?

Understanding Vocabulary

Key Words are listed on the Chapter Opener. Perhaps you already know the meaning of some of them. Great! If not, watch for these terms the first time they are used in the chapter. The meaning is given close by in the margin.

A Literacy Link at the beginning of each chapter provides tips to help you read and interpret the chapter content.

Other Literacy Links throughout the chapter assist you in reading and interpreting items in math. These tips will help you in other subjects as well.

Key Words

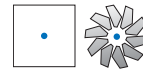
symmetry	rotation symmetry
line of symmetry	order of rotation
line symmetry	angle of rotation
centre of rotation	surface area

centre of rotation

- the point about which the rotation of an object or design turns

rotation symmetry

- occurs when a shape or design can be turned about its centre of rotation so that it fits onto its outline more than once in a complete turn

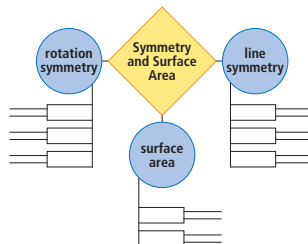


Literacy Link

A thematic map can help you understand and connect new terms and concepts.

Create a thematic map in your math journal or notebook. Make each shape large enough to write in. Leave enough space to draw additional lines. As you work through the chapter, complete the thematic map.

- Use the boxes to record the key ideas for each section.
- Use the lines to explain the key ideas by recording definitions, examples, and strategies.
- Where possible, include a visual to support your definition.



Literacy Link

Parentheses is another name for brackets. They can be used in place of a multiplication sign. For example,
 $-4 \times 1.5 = -4(1.5)$

Literacy Link

Klassen's winning time of 1:55.27 means 1 min, 55.27 s.

Chapter Review and Practice Test

There is a **Chapter Review** and a **Practice Test** at the end of each chapter. The chapter review is organized by section number so you can look back if you need help with a question. The test includes the different types of questions that you will find on provincial tests: multiple choice, numerical response, short answer, and extended response.

Cumulative Review

To help you reinforce what you have learned, there is a review of the previous four chapters at the end of Chapters 4, 7, and 11. The reviews at the end of Chapters 4 and 7 are followed by a **Task**.

Task

These tasks require you to use skills from more than one chapter. You will also need to use your creativity.

Challenges

The last two pages of each chapter provide **Challenges**. The **Challenges** provide interesting problems that show how the math you learned in the chapter relates to jobs, careers, or daily life. Some Challenges are games you can play, or make and play, with your friends and family.

Answers

Answers are provided for all **Practise, Apply, Extend, and Review** questions. Sample answers are given for questions that have a variety of possible answers or that involve communication. If you need help, read the sample and then try to give an alternative response. Answers are omitted for the **Math Link** questions and for **Practice Tests** because teachers may use these questions to assess your progress.

Glossary

Refer to the illustrated **Glossary** at the back of the student resource if you need to check the exact meaning of mathematical terms.

Index

If you want to find a particular math topic in *MathLinks 9*, look it up in the index, which is at the back of the student resource. The index provides page references that may help you review that topic.

Task

Choosing a Television to Suit Your Room

You want to find a television that

- best suits your needs, and
- considers your room size and the location for the television.

Does a standard or high-definition television (HDTV) make the most sense for your room? How large of a screen should you get?

1. The following table gives you the best viewing distance for the screen size for two types of TVs.

Screen Size (cm)	Viewing Distance (cm)	
	Standard TV	HDTV
68.8	205.7	172.7
81.3	243.8	203.2
94.0	281.9	233.7

2. Given this information, what size of television would be best for your classroom? Make a sketch of your classroom, including where you plan to place the TV and the best place for a student to view it from.

3. If the television is 320 cm away from your seat, how large of a standard TV would be best?

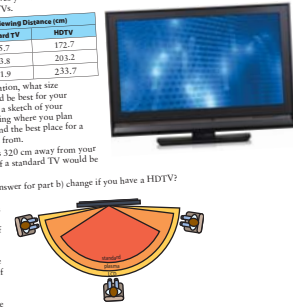
4. How will your answer for part b) change if you have a HDTV?

5. The diagram shows the viewing angles for various types of televisions. Calculate the viewing area of the TV type and size of your choice.

6. What type and size of TV would be best for a room in your home? Justify your response.

Materials

- measuring tape
- grid paper




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Challenges

Not for Profit

Your school has created a fundraising committee to raise money for charity. You are the committee manager. Use your knowledge of writing and solving inequalities to help make pricing decisions for items that will be sold to raise money.



- You have decided to sell T-shirts and posters.
 - The cost to make each T-shirt is \$10. You estimate that you will sell 50 shirts. If you want to make a profit of at least \$250, what price will you charge for these T-shirts? Show your solution in two different ways.
 - A printing company will print posters for 40% of the profits you make from the sale of them. The printing company will provide for to make a profit of at least \$75. Write and solve an inequality to determine possible selling prices. Explain why your price is reasonable.
- Choose a different profit goal for either the T-shirt or the poster. Determine a price structure that will allow you to achieve your new profit. Write and solve an inequality to determine your new prices.

The Inequalities Game

1. Play the Inequalities Game with a partner. These are the rules:

- Each player draws one card from the card deck. The player with the higher card chooses whether to be Player 1 or 2.
- Player 1's solution target is all positive integers.
- Player 2's solution target is all negative integers.
- Player 1 shuffles and deals ten cards to each player face down. Players 2 can look at their own cards. The remaining cards are kept in a pile face-down called the mystery pile.
- Red cards are positive numbers and black cards are negative numbers.
- The Game Board A or B the first time you play the game.
- For each turn, players choose one of their own cards to cover a card on the game board.
- For each hand, take turns playing first. Start with Player 2.
- When both spaces on the game board are covered, mentally solve the inequality. If the solution to the inequality contains:
 - only positive integers, Player 1 wins the hand.
 - some positive and some negative integers, neither player wins the hand.
- When you win a hand, take the cards from the game board and keep them in your scoring pile.
- The player with the most cards in the scoring pile after ten hands is the winner. If there is a tie, play more hands by randomly placing the top two cards in the mystery pile on the game board until one player wins a hand.

2. Play the game again using the other Game Board (A or B).

3. Play the game again using Game Board C or D. These game boards have space for three cards. Each player covers a space on the game board as in #1, and then the third space is covered using the top card from the mystery pile.

4. Create your own game board and use it to play the game. Is the game board you developed fair for each player or does one player have an advantage? Explain.

Materials

- deck of playing cards (face cards and jokers removed)
- set of four game boards (see next page)

→ $-2 > 5$
The solution is $x > 5$.
Then the hand.

→ $3 < -4$
The solution is $x < -4$.
Then the hand.

→ $5 > -2$
The solution is $x > -2$
or $x < 5$. Neither player wins the hand.

Challenges • MHR 373