**Test Taking Tips**

**Time Management**

You have 4 minutes per question

Easy Questions will give you more time to work on harder ones.

**Look at the Answers FIRST!!**

They will help identify the type of question it is

Questions with a lot of words will look hard, but may be super simple

**Letter of the Day (LOD)**

Pick a letter A B C or D

Use that letter every time you must guess. It will increase the odds you get it right.

**Personal Order of Difficulty (POD)**

Answer the easy questions first

Skip the harder ones until the end…mark your book with a to note you want to come back

Ones that you think are too hard to do, use LOD (put a light x in the bubble)

**Process of Elimination (POE)**

Eliminate as many choices as you can, if LOD is eliminated, don’t guess it!!

**Formulas**

**Midpoint =**  **distance =**  

**Linear**: y = mx + b **Exponential:** 

**m =** slope; **b =** y-intercept a = y-intercept

b = growth factor

**Quadratics :**  

y – intercept(Starting Height): + c **Cone:** 

Vertex(Maximum/Minimum)**:**  y = plug in to equation **Cylinder**: 

zeros, solutions, x-intercepts **Sphere:** 

ground, water, roots**:** Factor using GCF and X – Factoring

**Calculator Operations**

**Reset:** 2nd + 7 1 2 **Statisitcs Diagnostics:** Mode Stat Diagnostics ON

2nd 0 D( above x^-1) Diagnostic ON

**1 Variable Stats (Mean, Standard Deviation , Median** med, **Q1, Q3)**

**Stat Edit Stat 🡪 1: 1-VAR Statistics Enter**

**Line of Best Fit** (Use to find slope, y-intercepts, or equations from tables, and predicted values)

**Stat Edit …. Stat 🡪 4: LinReg(ax + b) Enter**

**To get the predicted value table** (exact line in the table)

**Y= VARS 5:Statistics 🡪 🡪 Enter Table:(2nd Graph) 2nd window (adjusts Table)**

**Enter a table for quadratic Equation**

**Stat Edit …. Stat 🡪 5: Quad Reg Enter**

**To get  Math 4 To get  of any root: type number at top(index) Math 5**

**Solving Systems of Equations or everyday equations**

**Enter left side or first equation into Y1**

**Enter right side or second equation into Y2**

**2nd TRACE 5:Intersect ENTER ENTER ENTER**

**Finding Zeros for Quadratics**

**Type Equation into Y1**

**Type 0 for Y2**

**2nd TRACE 5:Intersect ENTER ENTER Move cursor to the zero you want ENTER**