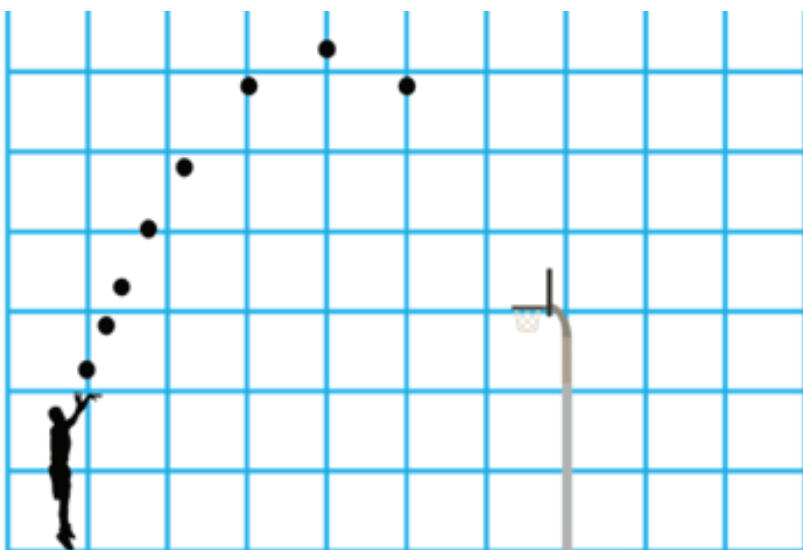
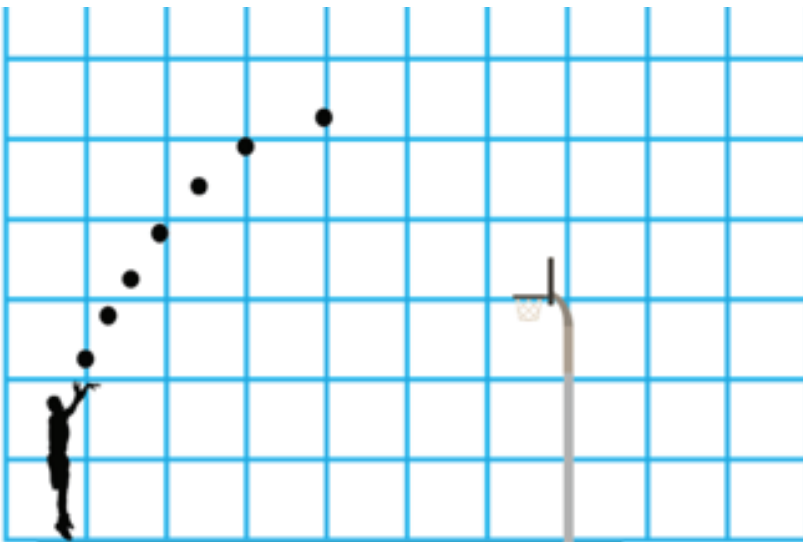
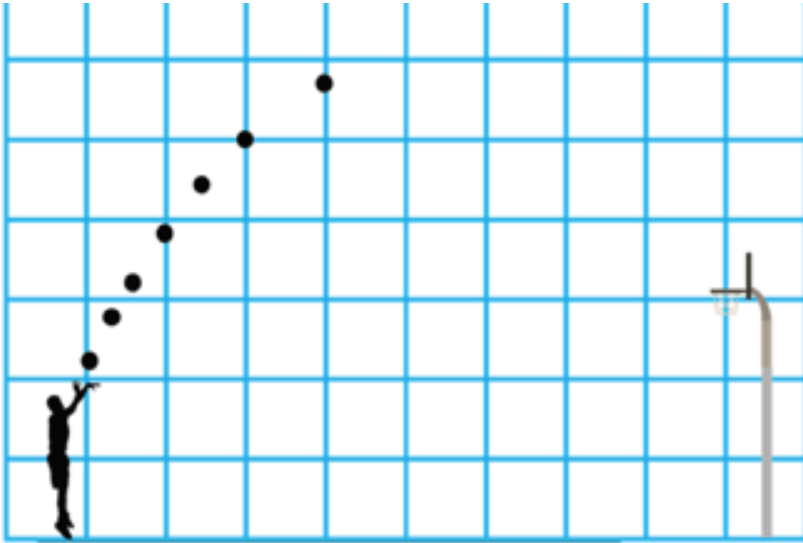


## Quadratics in context: Functions from graphs

Use the grid to create a Cartesian Plane and find the quadratic equation that fits the path of the ball. For each shot decide, "Will the shooter splash it?"



# Quadratics in context: Functions from graphs

