

Introducing Calculus – PART 2.

This resource was written by Derek Smith with the support of CASIO New Zealand. It may be freely distributed but remains the intellectual property of the author and CASIO.

Select GRAPH mode from the main menu by using the arrow keys to highlight the GRAPH icon or pressing 5.

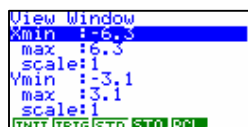


Seeing a curve being transformed into a straight line

Calculus requires the student to visualise a tangent to a curve – you can simulate this by drawing a tangent to a curve, but seeing the curve changing as you ZOOM on a particular part (isolate) of the curve highlights the fact that any curve is a series of infinitesimally small pieces (piecewise) of straight lines.

DONOT forget to make the equation in question ‘fit’ onto the viewing screen before **ZOOMING** in.

SHIFT **F3** for the V-window.



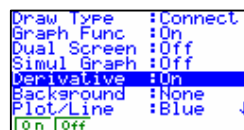
INITIAL setting



STANDARD setting

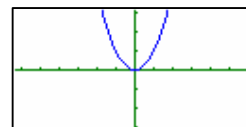
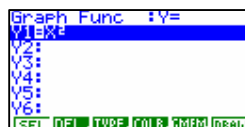
And turn the derivative settings to on

SHIFT **MENU**

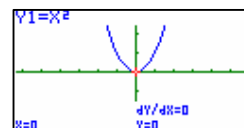
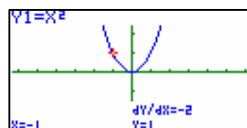
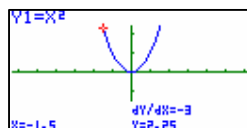


Example: Illustrate the graph of $y = x^2$ and then ZOOM in on the co-ordinate point (1,1)

Type in the equation and draw the graph of $y = x^2$

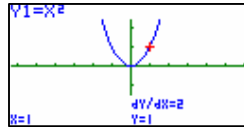


SHIFT **F1** will trace the curve illustrating the co-ordinate point and also displaying the derivative at that point $\frac{dy}{dx}$

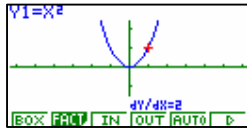


Moving the cursor around the graph of $y = x^2$ using the ← and → arrows.

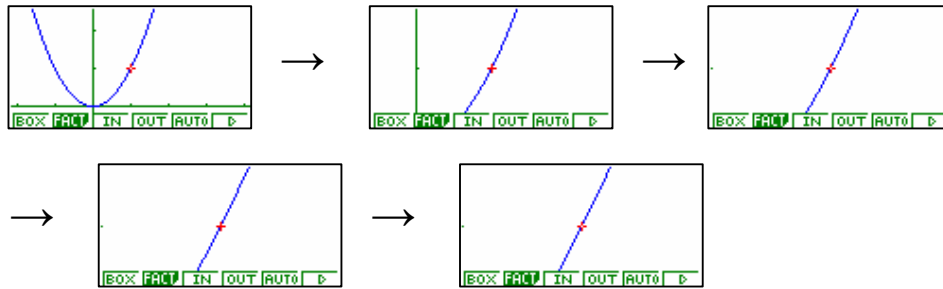
Move the cursor to (1,1)



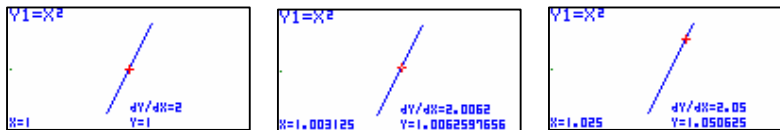
Now **ZOOM** in on that point – press **SHIFT** **F1** for **Trace** then **F3** for **IN**.



Keep pressing F3 each time the graph is redrawn to see the curve being ‘straightened’.

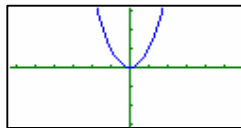


You can re-trace the curve at any time by pressing **SHIFT** **F1** for **Trace**, then use the \leftarrow and \rightarrow arrows to move along the graph of $y = x^2$.

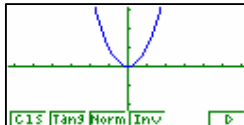


Drawing a tangent to a curve at (1,1):

Redraw the graph of $y = x^2$

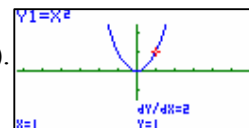


SHIFT **F4** for **Sketch**.



Then **F2** for **Tangent**.

Using the \leftarrow or \rightarrow arrows to move the cursor to (1,1).



Then **EXE** to draw in the tangent line.

