

This eActivity contains a Main strip which can easily be re-used to calculate the average rate of change for most functions.

Example: Determine the average rate of

change of  $x^2 - \frac{1}{x}$  when  $x$  changes from

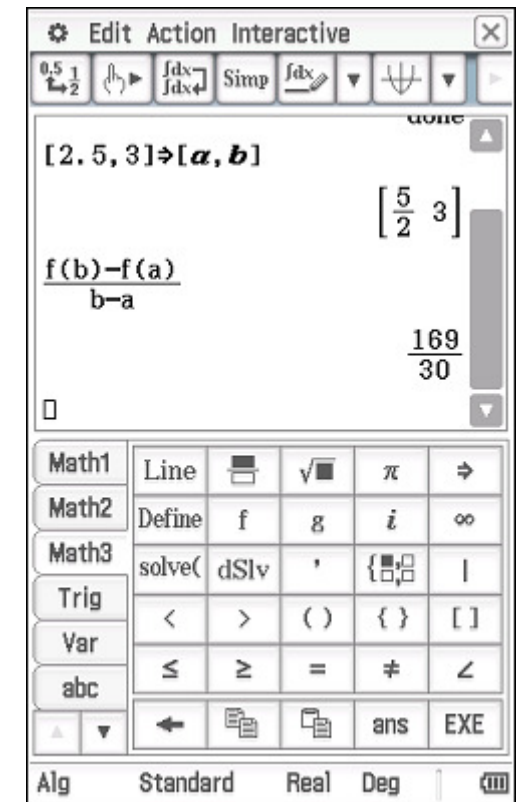
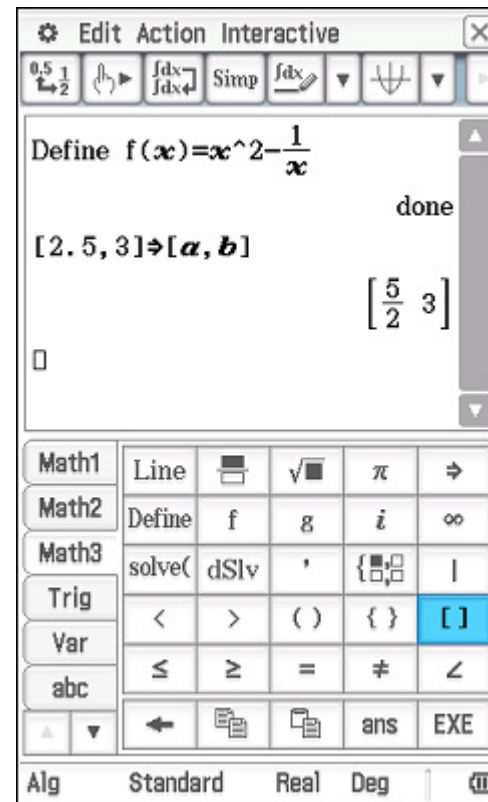
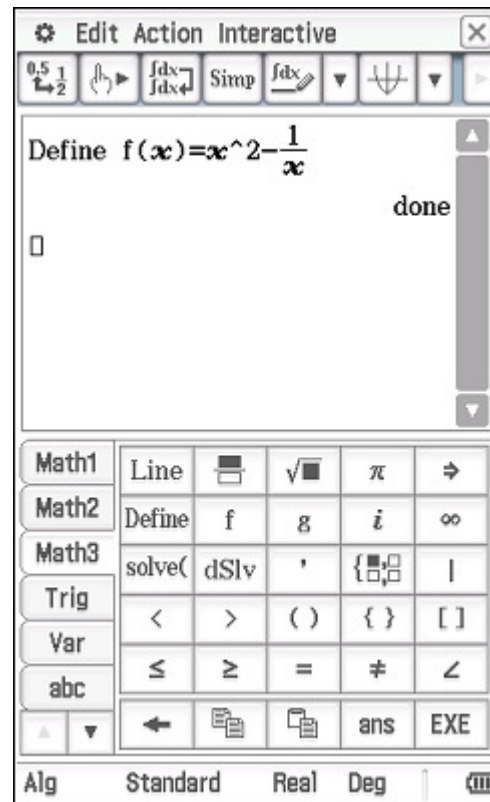
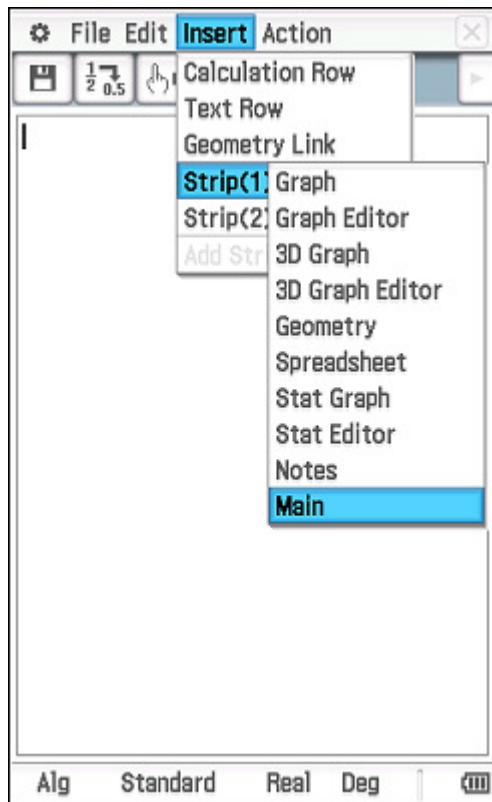
2.5 to 3.

Open the Math3 keyboard and define the function as  $f(x)$ .

Store the start and end values for the variable as shown.

Now create the average rate of change expression and tap **EXE**.

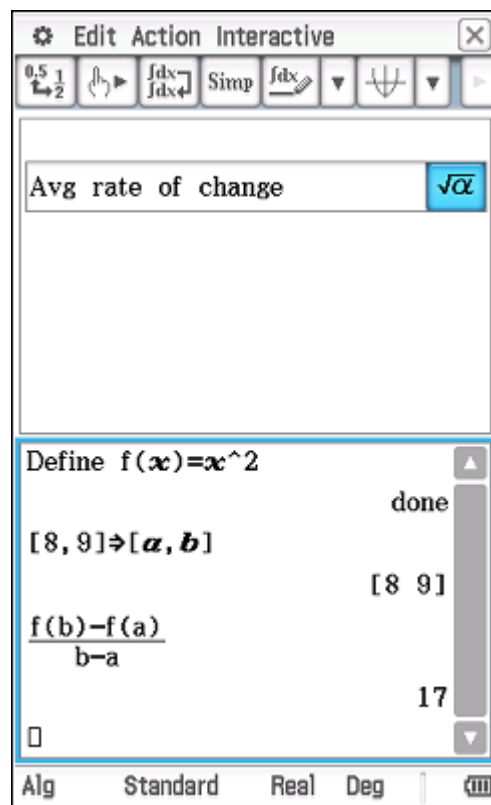
Tap **Insert, Strip(1), Main**.



Close the strip, enter a suitable title for it and save the eActivity.

*You might want to add strip help.*

Re-open the Main strip and use to find the avg rate of change of  $x^2$  when  $x$  changes from 8 to 9.



*This is a simple example of what can be achieved by storing a copy of Main in an eActivity.*

*This type of eActivity is suitable for saving any routine type of mathematical method, where all that changes is the initial setup of the problem.*

*Visit [www.charliewatson.com/classpad](http://www.charliewatson.com/classpad) to download examples of such eActivities for calculus, vectors, matrices, etc.*



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**ClassPad · eActivities**

All eActivities on this page are compatible with both ClassPad and ClassPad II.

**eActivities** are a great way to see how you can use your ClassPad to go beyond the basics. eActivities can be downloaded and sent to your handheld using the USB cable and free software that came with your ClassPad. Learn to make an eActivity yourself using our helpsheets for either [ClassPad II](#) or [ClassPad](#).

**Cascade type eActivities.** Nearly all the eActivities below are re-usable templates for carrying out a series of steps to solve a problem. I think of them as 'cascade' type eActivities, as you simply modify some of the initial variables, tap EXE and the whole problem is re-calculated step by step from top to bottom.