## 1.3 Square Roots of Non-Perfect Squares

Friday, October 16, 2015 8:37 AM

Math 9 1.3 Square Roots of Non-Perfect Squares- Notes SA of objects made from Wight Rectangular Prisms Goal: To be able to determine the surface area of a composite object rectangular prisms.	Name Blk t made from cubes and other
Part A: Linking Cubes	

Assume that each cube has an area of 1 square unit. Add one cube at the end to create a "train".

Calculate the surface area of this composite object and complete the table below.

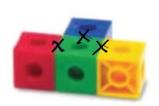
# of cubes	Surface Area
1	6units2
2	10
3	12)
4	lg
5	22

SA=surface avea

What patterns do you see?	everytime we add one rube	
	goes up by 2/	

What happens to the surface area each time you place another cube on the train?

**Example:** Determine the surface area of the following objects:



4 cubes x 6 faces = 24 3 joins x 2 covered = -6 18 units



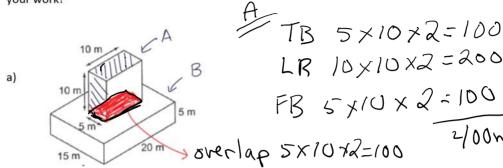
5 rubes x lfaces = 30 4joins x 2 rovered = -8. 22 units2

## Math 9 1.3 Square Roots of Non-Perfect Squares **Notes**

Blk

Part B: Surface Area of Composite Objects

Determine the surface area of the following shapes. Be Very clear and logical when you are organizing your work!



B TB 
$$20 \times 15 \times 2 = 600$$
  
LR  $20 \times 5 \times 2 = 200$   
FB  $15 \times 5 \times 2 = 150$   
 $950 \text{m}^2$ 

Total: 400+950=1350m2

\* calculators allowed for 10.5 m 7.6 m b) Big FR 8.4 X10.5 XZ = 176.4 8.4 m TB 7.6x10.5x2=159.6 4.2 m LR 7,6 x 8,4 x2 = (27,7 3.2 m

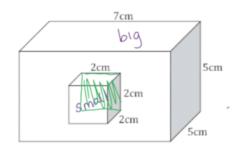
Small FB 3.5x 4.2x2=29.4 TB 3,5x 3,2x2=22.4 LR 4,2 x3,2x2=26.9 To tal 2/63.7+78.7

overlap 4,2x3.2x2=26.9

## Math 9 1.3 Square Roots of Non-Perfect Squares **Notes**

Name	 	
ßlk		

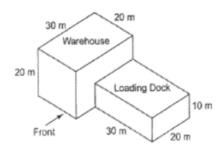
c)



d) A loading dock is attached to one wall of a warehouse. The exterior of the buildings are to be painted at a cost of  $$2.50/m^2$ .

How much will it cost to paint the buildings?

Will the bottom of the warehouse and loading dock be painted?\_



Assignment: Ouestion Cand D from notes. (P.30 #4,8,10

Short Quiz Wednesday Section 11-1.2 - square roots > perfect and non-perfect squares.