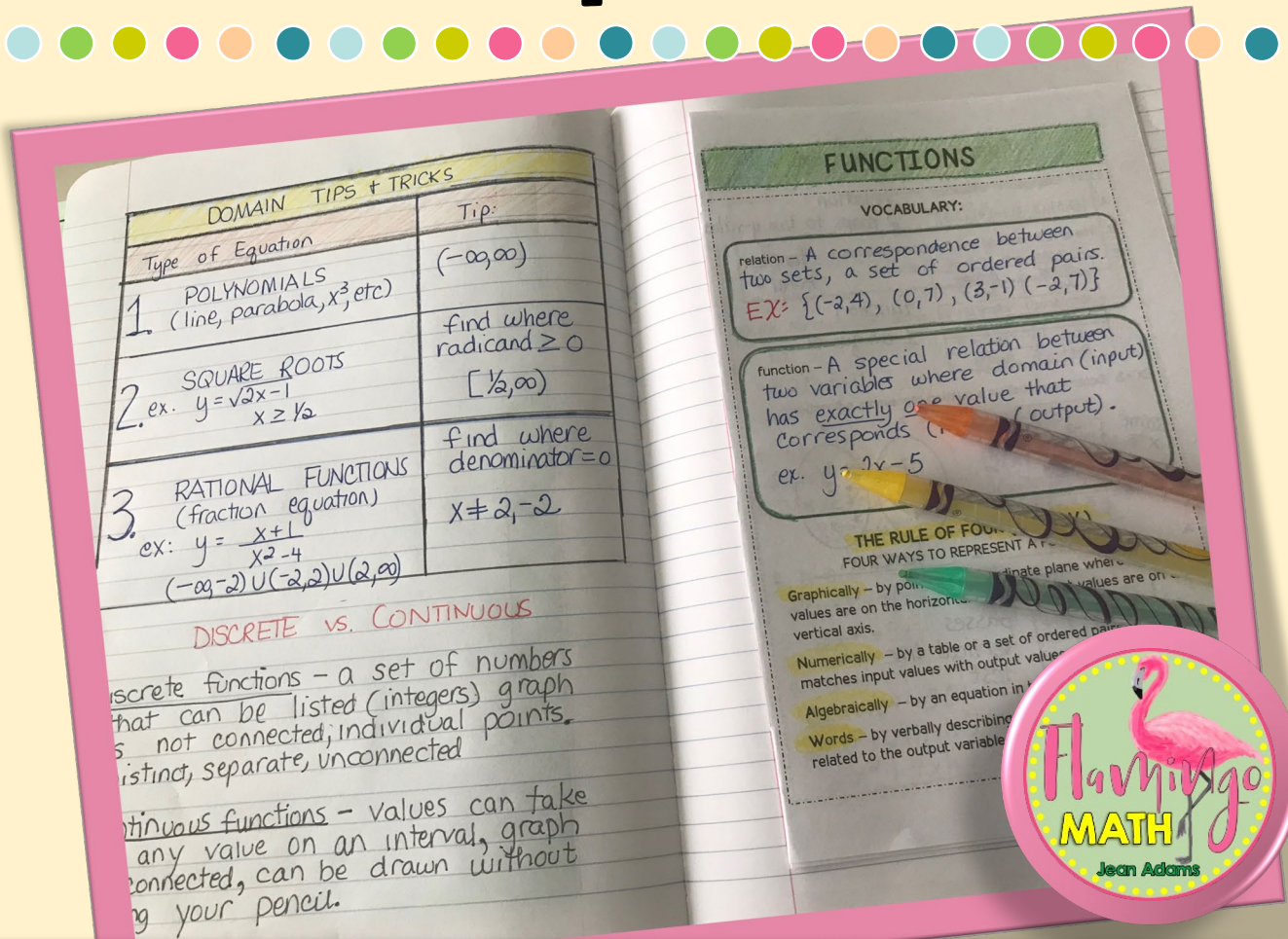


Interactive Notebook Templates



Editable Graphic Organizers

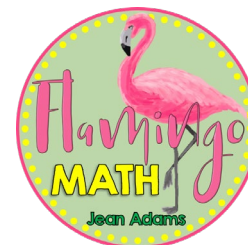
Why use notebooks?

The point of a notebook is to jump-start the mind.

John Gregory Dunne



Interactive
Notebook
Graphic Organizers
and Foldables®



Interactive Notebook Templates

This is an editable set of templates that can be used in any subject matter for creating graphic organizers and interactive notebook foldables.

Table of contents for INB Templates PowerPoint file:

Pg 5: Large Pocket Notebook (see image #2 on next page for ideas).

- ❑ Copy on Card Stock for durability

Pg. 6: Units for course and 5 personal Goals

- ❑ Copy on colored paper. Have students complete their goals, then fold along the title name and glue into notebook so that the titles create a tab. (see image #4 on next page for idea.)

Pg. 7-8: Unit Tabs

- ❑ Pg. 7 you can add up to 10 learning objectives, and students can create a table of contents for the unit. (see image #4 on next page for idea.)
- ❑ Pg. 8 are unit tabs for Notebook (Copy on Card stock and cut apart for each unit.

Pg. 9-10: Graph Paper and Grid JPEG images. These can be sized and copied into your templates.

Pg. 11-16: Interactive Notebook Foldables (paper-saving organizers)

- ❑ Directions on page 11 for organizers on pages 12-16.

Pg. 17: Instructions here for how to create a graphic organizer that is two-sided. These can be used in an interactive notebook, or as a separate foldable for review.

- ❑ Pages 18-19 Two-Tab Organizer
- ❑ Pages 20-21 and Pages 22-23 are Three Tab Organizers (different sizes)
- ❑ Pages 24-25 and Pages 26-27 are Four Tab Organizers (different sizes)

Pg 28: Instructions here for how to create a Four-Tab Fold-n-Flip Organizer

- ❑ Pg. 29-30: Fold-n-Flip Organizer.

We hope these editable items are useful for you throughout the school year.

1.

DOMAIN TIPS & TRICKS

Type of Equation	Tip:
1. POLYNOMIALS (line, parabola, x^3 , etc)	$(-\infty, \infty)$
2. SQUARE ROOTS ex. $y = \sqrt{2x-1}$ $x \geq \frac{1}{2}$	find where radicand ≥ 0 $[\frac{1}{2}, \infty)$
3. RATIONAL FUNCTIONS (fraction equation) ex: $y = \frac{x+1}{x^2-4}$ $(-\infty, -2) \cup (-2, 2) \cup (2, \infty)$	find where denominator $\neq 0$ $x \neq 2, -2$

DISCRETE vs. CONTINUOUS

discrete functions - a set of numbers that can be listed (integers) graph is not connected, individual points, distinct, separate, unconnected

continuous functions - values can take any value on an interval, graph connected, can be drawn without lifting your pencil.

FUNCTIONS

VOCABULARY:

relation - A correspondence between two sets, a set of ordered pairs.
EX: $\{(-2, 4), (0, 7), (3, -1), (-2, 7)\}$

function - A special relation between two variables where domain (input) has exactly one value that corresponds to one output.
ex. $y = 2x - 5$

THE RULE OF FOUR
FOUR WAYS TO REPRESENT A FUNCTION

- Graphically** - by plotting points on a coordinate plane where values are on the horizontal axis and output values are on the vertical axis.
- Numerically** - by a table or a set of ordered pairs that matches input values with output values.
- Algebraically** - by an equation in two variables.
- Words** - by verbally describing how the input variable is related to the output variable.

FLAMINGO MATH

2.

GRAPHS OF FUNCTIONS

VOCABULARY:

vertical test for functions - is the graph of y as a function of x if no vertical line intersects the graph more than one point

interval - a set of real numbers between two endpoints

My Math Pocket

Unit 1: Functions and Graphs

3.

Rates of Change

A.R.O.C.

Instantaneous Rate of Change

$f'(x) = m_{tan}$

$$= \lim_{h \rightarrow 0} \frac{f(x+h) - f(x)}{h}$$

$f'(x)$ is called the derivative, or instantaneous rate of change at a point $(a, f(a))$.

Average Rates

$m_{sec.} = \frac{f(b) - f(a)}{b - a}$

FLAMINGO MATH

4.

Unit 1: Functions and Graphs

SKILL	LEARNING GOALS
1	I can represent functions graphically, numerically, algebraically, and verbally. I can determine implied domain, use function notation, and analyze function characteristics.
2	I can find domain and range of a function, determine intervals of increase, decrease, or constant. I can find relative extrema and identify even and odd functions.
3	I can graph piecewise defined functions, state the domain and range, evaluate, and write equations of piecewise functions.
4	I can recognize graphs of the twelve basic functions, determine key characteristics of the parent functions, graph, and evaluate.
5	I can algebraically and graphically represent translations, reflections, stretches, and shrinks of functions.
6	I can combine functions by performing algebraic operations and compositions of functions.
7	I can find inverses of functions informally and algebraically. I can use the Horizontal Line Test to determine whether the graph of a function has an inverse that is also a function. I can use function notation to describe real-world scenarios of inverses.
8	I can identify basic functions that model real-world problems and can model data, formulas, graphs, and verbal descriptions to solve applications.

© Jean Adams, Flamingo Math™

LARGE NOTEBOOK POCKET

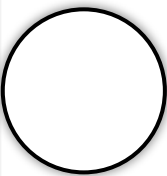
Glue here

Glue here

1. Cut on solid lines
2. Fold on dotted lines
3. Glue tabs to create a pocket
4. Glue this side into your notebook.

Glue here

Glue here



Lesson Title	Page

Skill	LEARNING GOALS
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	

Glue here

Glue here

Glue here

Glue here



© 2025 Flamingo Math

Four-Tab Fold-N-Flip Organizer

Directions:

Step 1: Print the first two pages front to back, ***Print organizer using “flip on long side.”***

Step 2: Cut along the dashed line, down the center of each sheet.

Step 3: Line up the half-sheets so that the titles for pages 3 and 4 are showing.

Step 4: Fold down the top portion of both sheets and staple at the top.

Step 5: Students should have Four Tabs showing with a title Tab, Tab 1, Tab 2, Tab 3.

