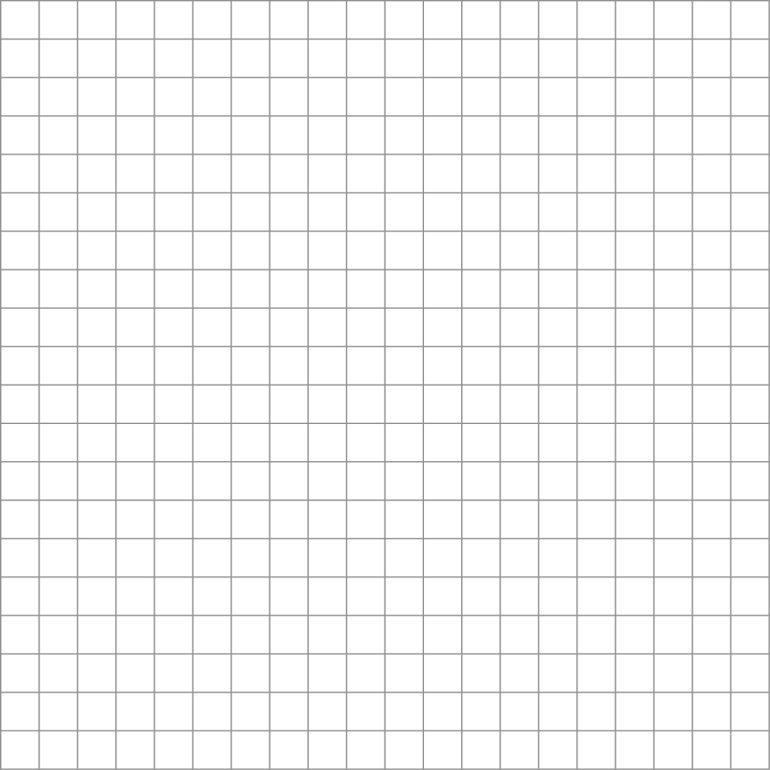
**BLM 7.PR.8: Template for Creating and Solving Problems Using Information from a Graph**



1. Identify a story context.
2. Become specific about the story and write a title for the graph.
3. Label the *x-* and *y*-axes.
4. Describe the graph.
5. Identify the recursive relationship. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
6. Identify the explicit relation. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
7. List questions that could be answered by using the graph as a source of information. State the answers.

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| **Questions** | **Answers** |
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