

Now

In Chapter 12, you will apply the big ideas listed below and reviewed in the Chapter Summary on page 839. You will also use the key vocabulary listed below.

Big Ideas

- 1 Analyze sequences
- 2 Find sums of series
- 3 Use recursive rules

KEY VOCABULARY

- sequence, p. 794
- terms of a sequence, p. 794
- series, p. 796
- summation notation, p. 796
- sigma notation, p. 796
- arithmetic sequence, p. 802
- common difference, p. 802
- arithmetic series, p. 804
- geometric sequence, p. 810
- common ratio, p. 810
- geometric series, p. 812
- partial sum, p. 820
- explicit rule, p. 827
- recursive rule, p. 827
- iteration, p. 830

Why?

You can use sequences to describe patterns in the real world. For example, you can use the Fibonacci sequence to describe patterns in nature.

Animated Algebra

The animation illustrated below for Example 3 on page 828 helps you answer this question: How can you generate Fibonacci numbers?

Fibonacci numbers are seen in objects such as shells, pinecones, and broccoli.

Use the recursive rule to find numbers in the Fibonacci sequence.

$a_1 = 1, a_2 = 1, a_n = a_{n-2} + a_{n-1}$

$a_1 =$

$a_2 =$

$a_3 =$

$a_4 =$

$a_5 =$

Animated Algebra at classzone.com

Other animations for Chapter 12: pages 805, 811, and 820