Name: __

Inverse of a Quadratic Graph

To invert a graph, you must first identify the most important points on the original quadratic: 1. The vertex 2. The *x*-intercept(s) 3. The *y*-intercept & its mirrored point

Once you have these points in the *xy* table, simply switch the *x*-value and the *y*-value (do not change the numbers or negatives – just switch the sides of the table), and graph the new points. If you graphed them correctly, each point will be reflected over the line y = x.



