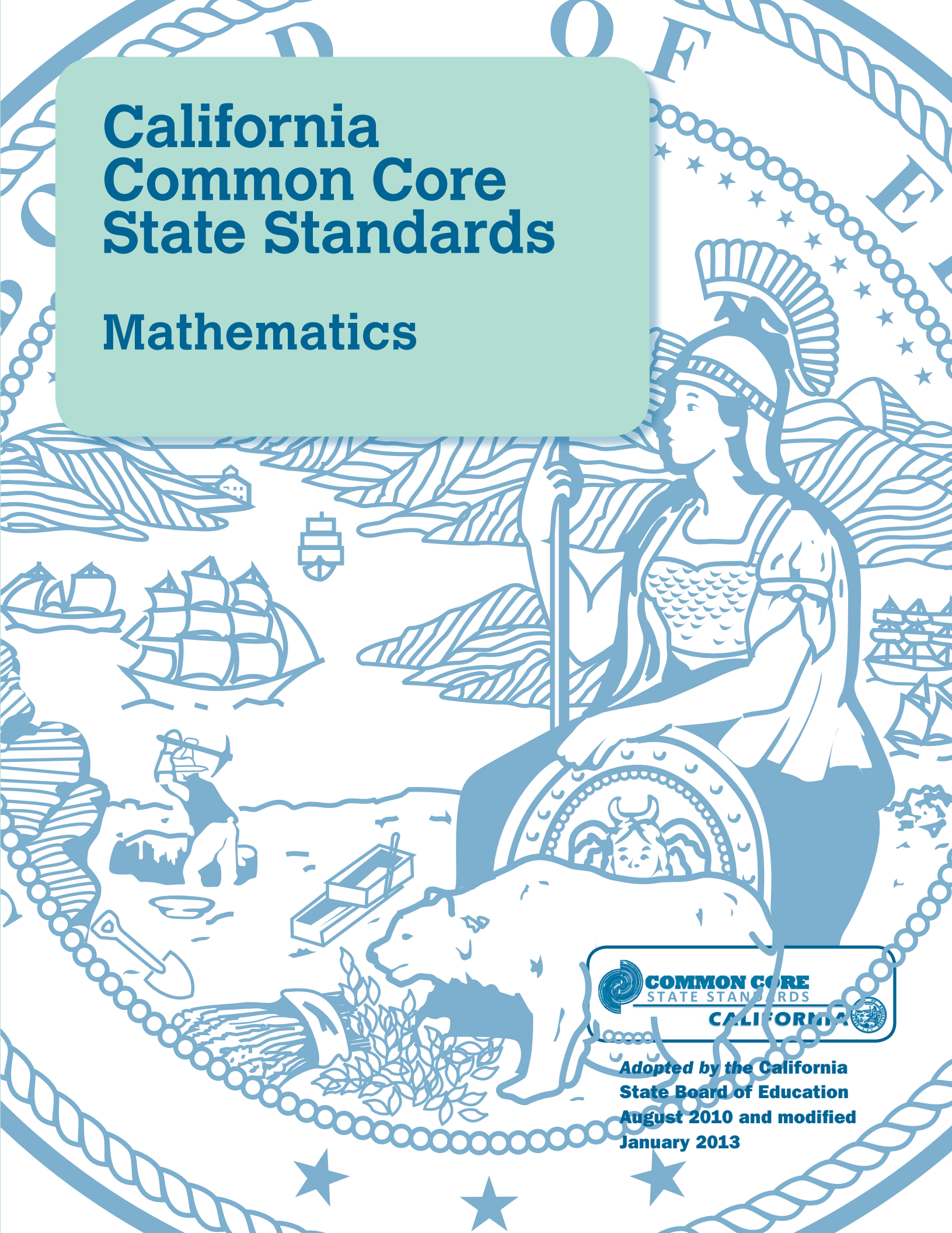


# California Common Core State Standards

## Mathematics



**COMMON CORE**  
STATE STANDARDS

**CALIFORNIA**



*Adopted by the California  
State Board of Education  
August 2010 and modified  
January 2013*

# California Common Core State Standards

## Mathematics



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August 2010 and modified January 2013*



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## A Message from the State Board of Education and the State Superintendent of Public Instruction

The California Common Core State Standards: Mathematics (CA CCSSM) reflect the importance of focus, coherence, and rigor as the guiding principles for mathematics instruction and learning. California's implementation of the CA CCSSM demonstrates a commitment to providing a world-class education for all students that supports college and career readiness and the knowledge and skills necessary to fully participate in the twenty-first-century global economy.

The CA CCSSM build on California's standards-based educational system in which curriculum, instruction, professional learning, assessment, and accountability are aligned to support student attainment of the standards. The CA CCSSM incorporate current research and input from education stakeholders—including other state departments of education, scholars, professional organizations, teachers and other educators, parents, and students. California additions to the standards (identified in boldface text and followed by the abbreviation "CA") were incorporated in an effort to retain the consistency and precision of our past standards. The CA CCSSM are internationally benchmarked, research-based, and unequivocally rigorous.

The standards call for learning mathematical content in the context of real-world situations, using mathematics to solve problems, and developing "habits of mind" that foster mastery of mathematics content as well as mathematical understanding. The standards for kindergarten through grade 8 prepare students for higher mathematics. The standards for higher mathematics reflect the knowledge and skills that are necessary to prepare students for college and careers and productive citizenship.

Implementation of the CA CCSSM will take time and effort, but it also provides a new and exciting opportunity to ensure that California's students are held to the same high expectations in mathematics as their national and global peers. Although California educators have implemented standards before, the CA CCSSM require not only rigorous curriculum and instruction but also conceptual understanding, procedural skill and fluency, and the ability to apply mathematics. In short, the standards call for meeting the challenges of the twenty-first century through innovation.

Handwritten signature of Michael W. Kirst in black ink.

MICHAEL W. KIRST, President  
California State Board of Education

Handwritten signature of Tom Torlakson in black ink.

TOM TORLAKSON  
State Superintendent of Public Instruction



# Introduction



# Introduction



All students need a high-quality mathematics program designed to prepare them to graduate from high school ready for college and careers. In support of this goal, California adopted the California Common Core State Standards: Mathematics (CA CCSSM) in August 2010, replacing the 1997 statewide mathematics academic standards. As part of the modification of the CA CCSSM in January 2013, the California State Board of Education also approved higher mathematics standards organized into model courses.

The CA CCSSM are designed to be robust, linked within and across grades, and relevant to the real world, reflecting the knowledge and skills that young people will need for success in college and careers. With California's students fully prepared for the future, our students will be positioned to compete successfully in the global economy.

The development of the standards began as a voluntary, state-led effort coordinated by the Council of Chief State School Officers (CCSSO) and the National Governors Association (NGA) Center for Best Practices. Both organizations were committed to developing a set of standards that would help prepare students for success in career and college. The CA CCSSM are based on evidence of the skills and knowledge needed for college and career readiness and an expectation that students be able to know and do mathematics by solving a range of problems and engaging in key mathematical practices.

The development of the standards was informed by international benchmarking and began with research on what is known about how students' mathematical knowledge, skills, and understanding develop over time. The progression from kindergarten standards to standards for higher mathematics exemplifies the three principles of focus, coherence, and rigor that are the basis of the CCSSM.

The first principle, *focus*, means that instruction should focus deeply on only those concepts that are emphasized in the standards so that students can gain strong foundational conceptual understanding, a high degree of procedural skill and fluency, and the ability to apply the mathematics they know to solve problems inside and outside the mathematics classroom. *Coherence* arises from mathematical connections. Some of the connections in the standards knit topics together at a single grade level. Most connections are vertical, as the standards support a progression of increasing knowledge, skill, and sophistication across the grades. Finally, *rigor* requires that conceptual understanding, procedural skill and fluency, and application be approached with equal intensity.

## Two Types of Standards

The CA CCSSM include two types of standards: Eight Mathematical Practice Standards (identical for each grade level) and Mathematical Content Standards (different at each grade level). Together these standards address both "habits of mind" that students should develop to foster mathematical understanding and expertise and skills and knowledge—what students need to know and be able to do. The mathematical content standards were built on progressions of topics across grade levels, informed by both research on children's cognitive development and by the logical structure of mathematics.

The Standards for Mathematical Practice (MP) are the same at each grade level, with the exception of an additional practice standard included in the CA CCSSM for higher mathematics only: **MP3.1: Students build proofs by induction and proofs by contradiction.** CA This standard may be seen as an extension of Mathematical Practice 3, in which students construct viable arguments and critique the reasoning of others. Ideally, several MP standards will be evident in each lesson as they interact and overlap with each other. The MP standards are not a checklist; they are the basis of mathematics instruction and learning. Structuring the MP standards can help educators recognize opportunities for students to engage with mathematics in grade-appropriate ways. The eight MP standards may be grouped into four categories as illustrated in the following chart.

## Structuring the Standards for Mathematical Practice<sup>1</sup>

### Overarching habits of mind of a productive mathematical thinker

1. Make sense of problems and persevere in solving them.

6. Attend to precision.

2. Reason abstractly and quantitatively.

3. Construct viable arguments and critique the reasoning of others.

Reasoning and explaining

4. Model with mathematics.

5. Use appropriate tools strategically.

Modeling and using tools

7. Look for and make use of structure.

8. Look for and express regularity in repeated reasoning.

Seeing structure and generalizing

The CA CCSSM call for mathematical practices and mathematical content to be connected as students engage in mathematical tasks. These connections are essential to support the development of students' broader mathematical understanding—students who lack understanding of a topic may rely too heavily on procedures. The MP standards must be taught as carefully and practiced as intentionally as the Standards for Mathematical Content. Neither should be isolated from the other; effective mathematics instruction occurs when the two halves of the CA CCSSM come together as a powerful whole.

## How to Read the Standards

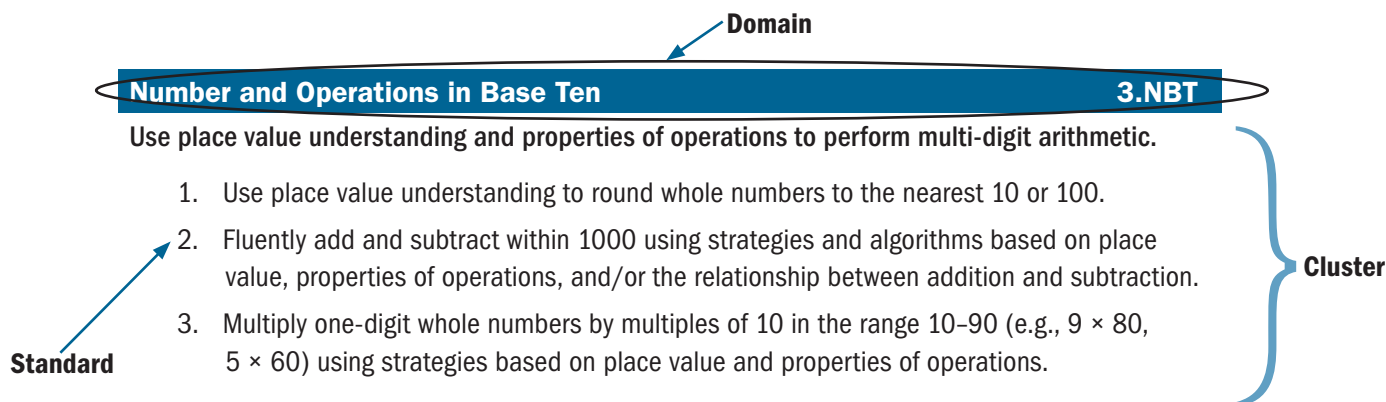
### Kindergarten–Grade 8

In kindergarten through grade 8, the CA CCSSM are organized by grade level and then by domains (clusters of standards that address “big ideas” and support connections of topics across the grades), clusters (groups of related standards inside domains), and finally by the standards (what students should understand and be able to do). The standards do not dictate curriculum or pedagogy. For example, just because Topic A appears before Topic B in the standards for a given grade does not mean that Topic A must be taught before Topic B.

The code for each standard begins with the grade level, followed by the domain code and the number of the standard. For example, “3.NBT 2” would be the second standard in the domain of Number and Operations in Base Ten of the standards for grade 3.

1. Bill McCallum. 2011. *Structuring the Mathematical Practices*. <http://commoncoretools.me/wp-content/uploads/2011/03/practices.pdf> (accessed April 1, 2013).





## Higher Mathematics

In California, the CA CCSSM for higher mathematics are organized into both model courses and conceptual categories. The higher mathematics courses adopted by the State Board of Education in January 2013 are based on the guidance provided in Appendix A published by the Common Core State Standards Initiative.<sup>2</sup> The model courses for higher mathematics are organized into two pathways: traditional and integrated. The traditional pathway consists of the higher mathematics standards organized along more traditional lines into Algebra I, Geometry, and Algebra II courses. The integrated pathway consists of the courses Mathematics I, II, and III. The integrated pathway presents higher mathematics as a connected subject, in that each course contains standards from all six of the conceptual categories. In addition, two advanced higher mathematics courses were retained from the 1997 mathematics standards: Advanced Placement Probability and Statistics and Calculus.

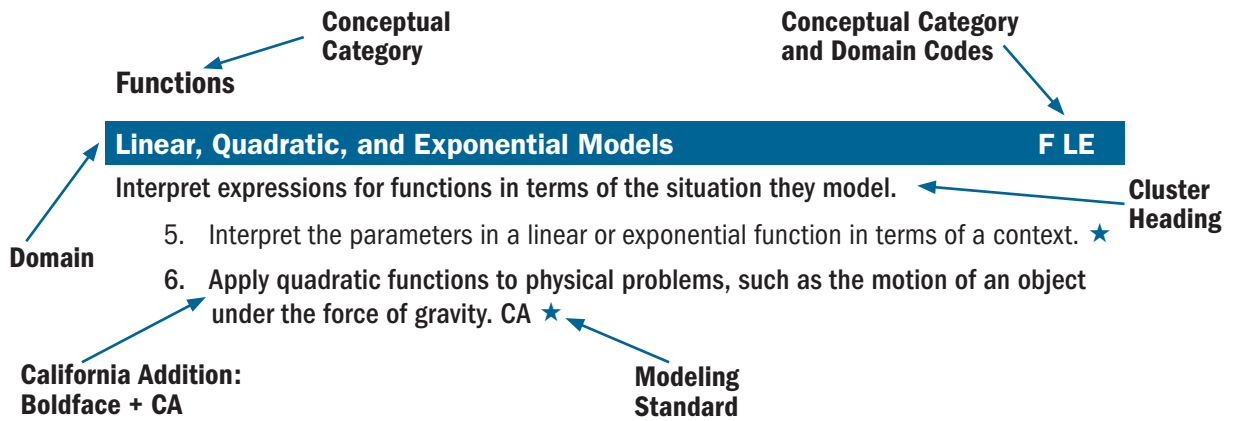
The standards for higher mathematics are also organized into conceptual categories:

- Number and Quantity
- Algebra
- Functions
- Modeling
- Geometry
- Statistics and Probability

The conceptual categories portray a coherent view of higher mathematics based on the realization that students' work on a broad topic, such as functions, crosses a number of traditional course boundaries. As local school districts develop a full range of courses and curriculum in higher mathematics, the organization of standards by conceptual categories offers a starting point for discussing course content.

The code for each higher mathematics standard begins with the identifier for the conceptual category code (N, A, F, G, S), followed by the domain code and the number of the standard. For example, "F-LE.5" would be the fifth standard in the domain of Linear, Quadratic, and Exponential Models in the conceptual category of Functions.

<sup>2</sup> Appendix A provides guidance to the field on developing higher mathematics courses. This appendix is available on the Common Core State Standards Initiative Web site at <http://www.corestandards.org/Math>.



The star symbol (★) following the standard indicates that it is also a Modeling standard. Modeling is best interpreted not as a collection of isolated topics but in relation to other standards. Making mathematical models is an MP standard, and modeling standards appear throughout the higher mathematics standards indicated by a ★ symbol. Additional mathematics that students should learn in order to take advanced courses such as calculus, advanced statistics, or discrete mathematics is indicated by a plus symbol (+). Standards with a (+) symbol may appear in courses intended for all students.

# Standards for Mathematical Practice



The Standards for Mathematical Practice describe varieties of expertise that mathematics educators at all levels should seek to develop in their students. These practices rest on important “processes and proficiencies” with longstanding importance in mathematics education. The first of these are the NCTM process standards of problem solving, reasoning and proof, communication, representation, and connections. The second are the strands of mathematical proficiency specified in the National Research Council’s report *Adding It Up*: adaptive reasoning, strategic competence, conceptual understanding (comprehension of mathematical concepts, operations and relations), procedural fluency (skill in carrying out procedures flexibly, accurately, efficiently and appropriately), and productive disposition (habitual inclination to see mathematics as sensible, useful, and worthwhile, coupled with a belief in diligence and one’s own efficacy).

## **1) Make sense of problems and persevere in solving them.**

Mathematically proficient students start by explaining to themselves the meaning of a problem and looking for entry points to its solution. They analyze givens, constraints, relationships, and goals. They make conjectures about the form and meaning of the solution and plan a solution pathway rather than simply jumping into a solution attempt. They consider analogous problems, and try special cases and simpler forms of the original problem in order to gain insight into its solution. They monitor and evaluate their progress and change course if necessary. Older students might, depending on the context of the problem, transform algebraic expressions or change the viewing window on their graphing calculator to get the information they need. Mathematically proficient students can explain correspondences between equations, verbal descriptions, tables, and graphs or draw diagrams of important features and relationships, graph data, and search for regularity or trends. Younger students might rely on using concrete objects or pictures to help conceptualize and solve a problem. Mathematically proficient students check their answers to problems using a different method, and they continually ask themselves, “Does this make sense?” They can understand the approaches of others to solving complex problems and identify correspondences between different approaches.

## **2) Reason abstractly and quantitatively.**

Mathematically proficient students make sense of quantities and their relationships in problem situations. They bring two complementary abilities to bear on problems involving quantitative relationships: the ability to *decontextualize*—to abstract a given situation and represent it symbolically and manipulate the representing symbols as if they have a life of their own, without necessarily attending to their referents—and the ability to *contextualize*, to pause as needed during the manipulation process in order to probe into the referents for the symbols involved. Quantitative reasoning entails habits of creating a coherent representation of the problem at hand; considering the units involved; attending to the meaning of quantities, not just how to compute them; and knowing and flexibly using different properties of operations and objects.

## **3) Construct viable arguments and critique the reasoning of others.**

Mathematically proficient students understand and use stated assumptions, definitions, and previously established results in constructing arguments. They make conjectures and build a logical progression of statements to explore the truth of their conjectures. They are able to analyze situations by breaking them into cases, and can recognize and use counterexamples. They justify their conclusions, communicate them to others, and respond to the arguments of others. They reason inductively about data, making plausible arguments that take into account the context from which the data arose. Mathematically proficient students are also able to compare the effectiveness of two plausible arguments, distinguish correct logic or reasoning from that which is flawed, and—if there is a flaw in an argument—explain what it is. Elementary students can construct arguments using concrete referents such as objects, drawings, diagrams, and actions. Such arguments can make sense and be correct, even though they are not generalized or made formal until later grades. Later, students learn to determine domains to which an

argument applies. Students at all grades can listen or read the arguments of others, decide whether they make sense, and ask useful questions to clarify or improve the arguments. **Students build proofs by induction and proofs by contradiction. CA 3.1** (for higher mathematics only).

#### **4) Model with mathematics.**

Mathematically proficient students can apply the mathematics they know to solve problems arising in everyday life, society, and the workplace. In early grades, this might be as simple as writing an addition equation to describe a situation. In middle grades, a student might apply proportional reasoning to plan a school event or analyze a problem in the community. By high school, a student might use geometry to solve a design problem or use a function to describe how one quantity of interest depends on another. Mathematically proficient students who can apply what they know are comfortable making assumptions and approximations to simplify a complicated situation, realizing that these may need revision later. They are able to identify important quantities in a practical situation and map their relationships using such tools as diagrams, two-way tables, graphs, flowcharts and formulas. They can analyze those relationships mathematically to draw conclusions. They routinely interpret their mathematical results in the context of the situation and reflect on whether the results make sense, possibly improving the model if it has not served its purpose.

#### **5) Use appropriate tools strategically.**

Mathematically proficient students consider the available tools when solving a mathematical problem. These tools might include pencil and paper, concrete models, a ruler, a protractor, a calculator, a spreadsheet, a computer algebra system, a statistical package, or dynamic geometry software. Proficient students are sufficiently familiar with tools appropriate for their grade or course to make sound decisions about when each of these tools might be helpful, recognizing both the insight to be gained and their limitations. For example, mathematically proficient high school students analyze graphs of functions and solutions generated using a graphing calculator. They detect possible errors by strategically using estimation and other mathematical knowledge. When making mathematical models, they know that technology can enable them to visualize the results of varying assumptions, explore consequences, and compare predictions with data. Mathematically proficient students at various grade levels are able to identify relevant external mathematical resources, such as digital content located on a website, and use them to pose or solve problems. They are able to use technological tools to explore and deepen their understanding of concepts.

#### **6) Attend to precision.**

Mathematically proficient students try to communicate precisely to others. They try to use clear definitions in discussion with others and in their own reasoning. They state the meaning of the symbols they choose, including using the equal sign consistently and appropriately. They are careful about specifying units of measure, and labeling axes to clarify the correspondence with quantities in a problem. They calculate accurately and efficiently, express numerical answers with a degree of precision appropriate for the problem context. In the elementary grades, students give carefully formulated explanations to each other. By the time they reach high school they have learned to examine claims and make explicit use of definitions.

#### **7) Look for and make use of structure.**

Mathematically proficient students look closely to discern a pattern or structure. Young students, for example, might notice that three and seven more is the same amount as seven and three more, or they may sort a collection of shapes according to how many sides the shapes have. Later, students will see  $7 \times 8$  equals the well-remembered  $7 \times 5 + 7 \times 3$ , in preparation for learning about the distributive property. In the expression  $x^2 + 9x + 14$ , older students can see the 14 as  $2 \times 7$  and the 9 as  $2 + 7$ .

They recognize the significance of an existing line in a geometric figure and can use the strategy of drawing an auxiliary line for solving problems. They also can step back for an overview and shift perspective. They can see complicated things, such as some algebraic expressions, as single objects or as being composed of several objects. For example, they can see  $5 - 3(x - y)^2$  as 5 minus a positive number times a square and use that to realize that its value cannot be more than 5 for any real numbers  $x$  and  $y$ .

### **8) Look for and express regularity in repeated reasoning.**

Mathematically proficient students notice if calculations are repeated, and look both for general methods and for shortcuts. Upper elementary students might notice when dividing 25 by 11 that they are repeating the same calculations over and over again, and conclude they have a repeating decimal. By paying attention to the calculation of slope as they repeatedly check whether points are on the line through (1, 2) with slope 3, middle school students might abstract the equation  $(y - 2)/(x - 1) = 3$ . Noticing the regularity in the way terms cancel when expanding  $(x - 1)(x + 1)$ ,  $(x - 1)(x^2 + x + 1)$ , and  $(x - 1)(x^3 + x^2 + x + 1)$  might lead them to the general formula for the sum of a geometric series. As they work to solve a problem, mathematically proficient students maintain oversight of the process, while attending to the details. They continually evaluate the reasonableness of their intermediate results.

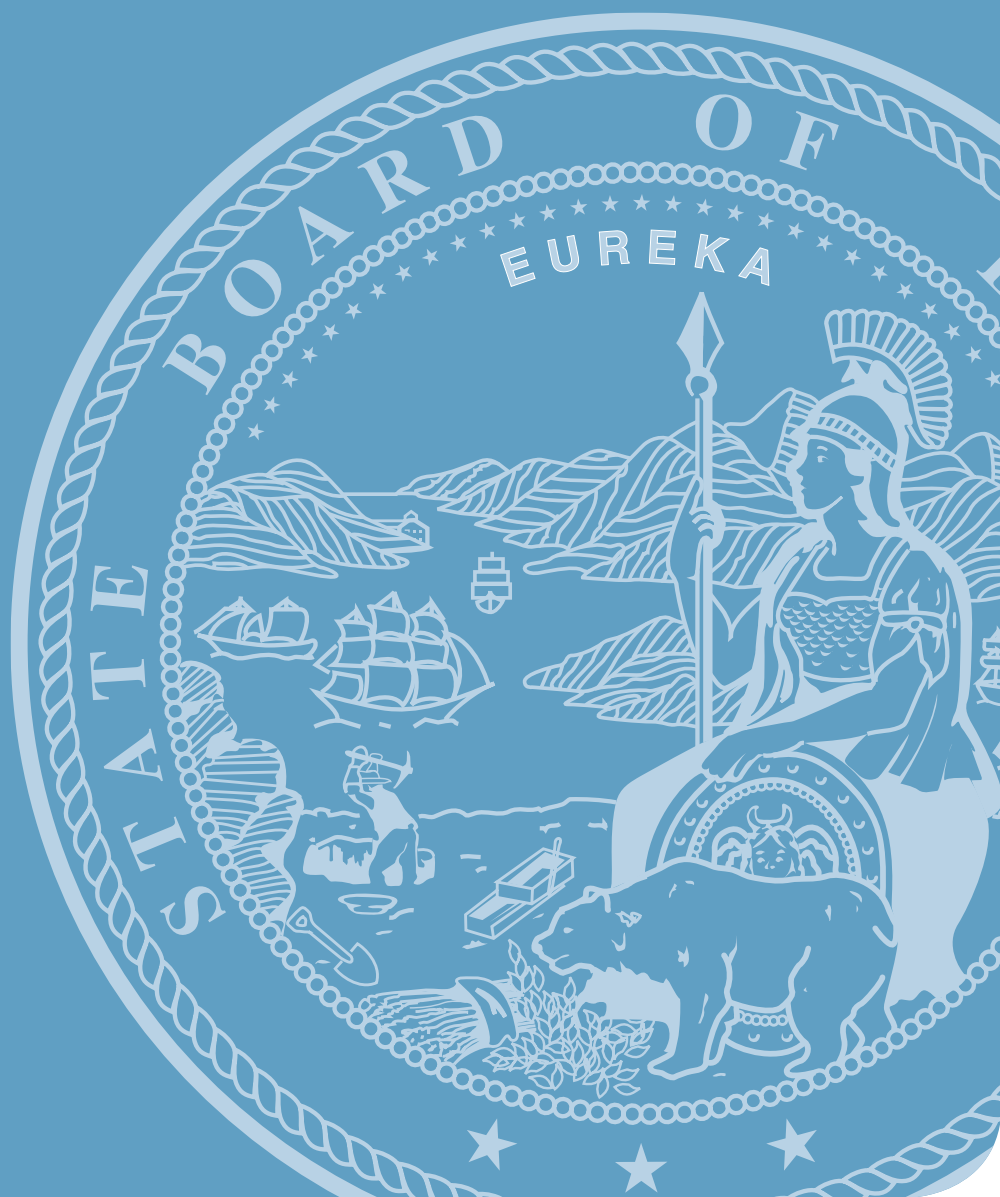
### **Connecting the Standards for Mathematical Practice to the Standards for Mathematical Content**

The Standards for Mathematical Practice describe ways in which developing student practitioners of the discipline of mathematics increasingly ought to engage with the subject matter as they grow in mathematical maturity and expertise throughout the elementary, middle and high school years. Designers of curricula, assessments, and professional development should all attend to the need to connect the mathematical practices to mathematical content in mathematics instruction.

The Standards for Mathematical Content are a balanced combination of procedure and understanding. Expectations that begin with the word “understand” are often especially good opportunities to connect the practices to the content. Students who lack understanding of a topic may rely on procedures too heavily. Without a flexible base from which to work, they may be less likely to consider analogous problems, represent problems coherently, justify conclusions, apply the mathematics to practical situations, use technology mindfully to work with the mathematics, explain the mathematics accurately to other students, step back for an overview, or deviate from a known procedure to find a shortcut. In short, a lack of understanding effectively prevents a student from engaging in the mathematical practices.

In this respect, those content standards which set an expectation of understanding are potential “points of intersection” between the Standards for Mathematical Content and the Standards for Mathematical Practice. These points of intersection are intended to be weighted toward central and generative concepts in the school mathematics curriculum that most merit the time, resources, innovative energies, and focus necessary to qualitatively improve the curriculum, instruction, assessment, professional development, and student achievement in mathematics.

# K–8 Standards



# Grade 6



In grade 6, instructional time should focus on four critical areas: (1) connecting ratio and rate to whole number multiplication and division, and using concepts of ratio and rate to solve problems; (2) completing understanding of division of fractions and extending the notion of number to the system of rational numbers, which includes negative numbers; (3) writing, interpreting, and using expressions and equations; and (4) developing understanding of statistical thinking.

- (1) Students use reasoning about multiplication and division to solve ratio and rate problems about quantities. By viewing equivalent ratios and rates as deriving from, and extending, pairs of rows (or columns) in the multiplication table, and by analyzing simple drawings that indicate the relative size of quantities, students connect their understanding of multiplication and division with ratios and rates. Thus students expand the scope of problems for which they can use multiplication and division to solve problems, and they connect ratios and fractions. Students solve a wide variety of problems involving ratios and rates.
- (2) Students use the meaning of fractions, the meanings of multiplication and division, and the relationship between multiplication and division to understand and explain why the procedures for dividing fractions make sense. Students use these operations to solve problems. Students extend their previous understandings of number and the ordering of numbers to the full system of rational numbers, which includes negative rational numbers, and in particular negative integers. They reason about the order and absolute value of rational numbers and about the location of points in all four quadrants of the coordinate plane.
- (3) Students understand the use of variables in mathematical expressions. They write expressions and equations that correspond to given situations, evaluate expressions, and use expressions and formulas to solve problems. Students understand that expressions in different forms can be equivalent, and they use the properties of operations to rewrite expressions in equivalent forms. Students know that the solutions of an equation are the values of the variables that make the equation true. Students use properties of operations and the idea of maintaining the equality of both sides of an equation to solve simple one-step equations. Students construct and analyze tables, such as tables of quantities that are in equivalent ratios, and they use equations (such as  $3x = y$ ) to describe relationships between quantities.
- (4) Building on and reinforcing their understanding of number, students begin to develop their ability to think statistically. Students recognize that a data distribution may not have a definite center and that different ways to measure center yield different values. The median measures center in the sense that it is roughly the middle value. The mean measures center in the sense that it is the value that each data point would take on if the total of the data values were redistributed equally, and also in the sense that it is a balance point. Students recognize that a measure of variability (interquartile range or mean absolute deviation) can also be useful for summarizing data because two very different sets of data can have the same mean and median yet be distinguished by their variability. Students learn to describe and summarize numerical data sets, identifying clusters, peaks, gaps, and symmetry, considering the context in which the data were collected.

Students in grade 6 also build on their work with area in elementary school by reasoning about relationships among shapes to determine area, surface area, and volume. They find areas of right triangles, other triangles, and special quadrilaterals by decomposing these shapes, rearranging or removing pieces, and relating the shapes to rectangles. Using these methods, students discuss, develop, and justify formulas for areas of triangles and parallelograms. Students find areas of polygons and surface areas of prisms and pyramids by decomposing them into pieces whose area they can determine. They reason about right rectangular prisms with fractional side lengths to extend formulas for the volume of a right rectangular prism to fractional side lengths. They prepare for work on scale drawings and constructions in grade 7 by drawing polygons in the coordinate plane.

## Grade 6 Overview

### Ratios and Proportional Relationships

- Understand ratio concepts and use ratio reasoning to solve problems.

### The Number System

- Apply and extend previous understandings of multiplication and division to divide fractions by fractions.
- Compute fluently with multi-digit numbers and find common factors and multiples.
- Apply and extend previous understandings of numbers to the system of rational numbers.

### Expressions and Equations

- Apply and extend previous understandings of arithmetic to algebraic expressions.
- Reason about and solve one-variable equations and inequalities.
- Represent and analyze quantitative relationships between dependent and independent variables.

### Geometry

- Solve real-world and mathematical problems involving area, surface area, and volume.

### Statistics and Probability

- Develop understanding of statistical variability.
- Summarize and describe distributions.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.



## Ratios and Proportional Relationships

6.RP

**Understand ratio concepts and use ratio reasoning to solve problems.**

1. Understand the concept of a ratio and use ratio language to describe a ratio relationship between two quantities. *For example, “The ratio of wings to beaks in the bird house at the zoo was 2:1, because for every 2 wings there was 1 beak.” “For every vote candidate A received, candidate C received nearly three votes.”*
2. Understand the concept of a unit rate  $a/b$  associated with a ratio  $a:b$  with  $b \neq 0$ , and use rate language in the context of a ratio relationship. *For example, “This recipe has a ratio of 3 cups of flour to 4 cups of sugar, so there is  $3/4$  cup of flour for each cup of sugar.” “We paid \$75 for 15 hamburgers, which is a rate of \$5 per hamburger.”<sup>1</sup>*
3. Use ratio and rate reasoning to solve real-world and mathematical problems, e.g., by reasoning about tables of equivalent ratios, tape diagrams, double number line diagrams, or equations.
  - a. Make tables of equivalent ratios relating quantities with whole number measurements, find missing values in the tables, and plot the pairs of values on the coordinate plane. Use tables to compare ratios.
  - b. Solve unit rate problems including those involving unit pricing and constant speed. *For example, if it took 7 hours to mow 4 lawns, then at that rate, how many lawns could be mowed in 35 hours? At what rate were lawns being mowed?*
  - c. Find a percent of a quantity as a rate per 100 (e.g., 30% of a quantity means  $30/100$  times the quantity); solve problems involving finding the whole, given a part and the percent.
  - d. Use ratio reasoning to convert measurement units; manipulate and transform units appropriately when multiplying or dividing quantities.

## The Number System

6.NS

**Apply and extend previous understandings of multiplication and division to divide fractions by fractions.**

1. Interpret and compute quotients of fractions, and solve word problems involving division of fractions by fractions, e.g., by using visual fraction models and equations to represent the problem. *For example, create a story context for  $(2/3) \div (3/4)$  and use a visual fraction model to show the quotient; use the relationship between multiplication and division to explain that  $(2/3) \div (3/4) = 8/9$  because  $3/4$  of  $8/9$  is  $2/3$ . (In general,  $(a/b) \div (c/d) = ad/bc$ .) How much chocolate will each person get if 3 people share  $1/2$  lb of chocolate equally? How many  $3/4$ -cup servings are in  $2/3$  of a cup of yogurt? How wide is a rectangular strip of land with length  $3/4$  mi and area  $1/2$  square mi?*

**Compute fluently with multi-digit numbers and find common factors and multiples.**

2. Fluently divide multi-digit numbers using the standard algorithm.
3. Fluently add, subtract, multiply, and divide multi-digit decimals using the standard algorithm for each operation.
4. Find the greatest common factor of two whole numbers less than or equal to 100 and the least common multiple of two whole numbers less than or equal to 12. Use the distributive property to express a sum of two whole numbers 1–100 with a common factor as a multiple of a sum of two whole numbers with no common factor. *For example, express  $36 + 8$  as  $4(9 + 2)$ .*

<sup>1</sup> Expectations for unit rates in this grade are limited to non-complex fractions.

**Apply and extend previous understandings of numbers to the system of rational numbers.**

5. Understand that positive and negative numbers are used together to describe quantities having opposite directions or values (e.g., temperature above/below zero, elevation above/below sea level, credits/debits, positive/negative electric charge); use positive and negative numbers to represent quantities in real-world contexts, explaining the meaning of 0 in each situation.
6. Understand a rational number as a point on the number line. Extend number line diagrams and coordinate axes familiar from previous grades to represent points on the line and in the plane with negative number coordinates.
  - a. Recognize opposite signs of numbers as indicating locations on opposite sides of 0 on the number line; recognize that the opposite of the opposite of a number is the number itself, e.g.,  $-(-3) = 3$ , and that 0 is its own opposite.
  - b. Understand signs of numbers in ordered pairs as indicating locations in quadrants of the coordinate plane; recognize that when two ordered pairs differ only by signs, the locations of the points are related by reflections across one or both axes.
  - c. Find and position integers and other rational numbers on a horizontal or vertical number line diagram; find and position pairs of integers and other rational numbers on a coordinate plane.
7. Understand ordering and absolute value of rational numbers.
  - a. Interpret statements of inequality as statements about the relative position of two numbers on a number line diagram. *For example, interpret  $-3 > -7$  as a statement that  $-3$  is located to the right of  $-7$  on a number line oriented from left to right.*
  - b. Write, interpret, and explain statements of order for rational numbers in real-world contexts. *For example, write  $-3^{\circ}\text{C} > -7^{\circ}\text{C}$  to express the fact that  $-3^{\circ}\text{C}$  is warmer than  $-7^{\circ}\text{C}$ .*
  - c. Understand the absolute value of a rational number as its distance from 0 on the number line; interpret absolute value as magnitude for a positive or negative quantity in a real-world situation. *For example, for an account balance of  $-30$  dollars, write  $|-30| = 30$  to describe the size of the debt in dollars.*
  - d. Distinguish comparisons of absolute value from statements about order. *For example, recognize that an account balance less than  $-30$  dollars represents a debt greater than 30 dollars.*
8. Solve real-world and mathematical problems by graphing points in all four quadrants of the coordinate plane. Include use of coordinates and absolute value to find distances between points with the same first coordinate or the same second coordinate.

**Expressions and Equations****6.EE****Apply and extend previous understandings of arithmetic to algebraic expressions.**

1. Write and evaluate numerical expressions involving whole-number exponents.
2. Write, read, and evaluate expressions in which letters stand for numbers.
  - a. Write expressions that record operations with numbers and with letters standing for numbers. *For example, express the calculation "Subtract  $y$  from 5" as  $5 - y$ .*
  - b. Identify parts of an expression using mathematical terms (sum, term, product, factor, quotient, coefficient); view one or more parts of an expression as a single entity. *For example, describe the expression  $2(8 + 7)$  as a product of two factors; view  $(8 + 7)$  as both a single entity and a sum of two terms.*

- c. Evaluate expressions at specific values of their variables. Include expressions that arise from formulas used in real-world problems. Perform arithmetic operations, including those involving whole-number exponents, in the conventional order when there are no parentheses to specify a particular order (Order of Operations). *For example, use the formulas  $V = s^3$  and  $A = 6s^2$  to find the volume and surface area of a cube with sides of length  $s = 1/2$ .*
3. Apply the properties of operations to generate equivalent expressions. *For example, apply the distributive property to the expression  $3(2 + x)$  to produce the equivalent expression  $6 + 3x$ ; apply the distributive property to the expression  $24x + 18y$  to produce the equivalent expression  $6(4x + 3y)$ ; apply properties of operations to  $y + y + y$  to produce the equivalent expression  $3y$ .*
4. Identify when two expressions are equivalent (i.e., when the two expressions name the same number regardless of which value is substituted into them). *For example, the expressions  $y + y + y$  and  $3y$  are equivalent because they name the same number regardless of which number  $y$  stands for.*

### Reason about and solve one-variable equations and inequalities.

5. Understand solving an equation or inequality as a process of answering a question: which values from a specified set, if any, make the equation or inequality true? Use substitution to determine whether a given number in a specified set makes an equation or inequality true.
6. Use variables to represent numbers and write expressions when solving a real-world or mathematical problem; understand that a variable can represent an unknown number, or, depending on the purpose at hand, any number in a specified set.
7. Solve real-world and mathematical problems by writing and solving equations of the form  $x + p = q$  and  $px = q$  for cases in which  $p$ ,  $q$  and  $x$  are all nonnegative rational numbers.
8. Write an inequality of the form  $x > c$  or  $x < c$  to represent a constraint or condition in a real-world or mathematical problem. Recognize that inequalities of the form  $x > c$  or  $x < c$  have infinitely many solutions; represent solutions of such inequalities on number line diagrams.

### Represent and analyze quantitative relationships between dependent and independent variables.

9. Use variables to represent two quantities in a real-world problem that change in relationship to one another; write an equation to express one quantity, thought of as the dependent variable, in terms of the other quantity, thought of as the independent variable. Analyze the relationship between the dependent and independent variables using graphs and tables, and relate these to the equation. *For example, in a problem involving motion at constant speed, list and graph ordered pairs of distances and times, and write the equation  $d = 65t$  to represent the relationship between distance and time.*

## Geometry

## 6.G

### Solve real-world and mathematical problems involving area, surface area, and volume.

1. Find the area of right triangles, other triangles, special quadrilaterals, and polygons by composing into rectangles or decomposing into triangles and other shapes; apply these techniques in the context of solving real-world and mathematical problems.
2. Find the volume of a right rectangular prism with fractional edge lengths by packing it with unit cubes of the appropriate unit fraction edge lengths, and show that the volume is the same as would be found by multiplying the edge lengths of the prism. Apply the formulas  $V = lwh$  and  $V = bh$  to find volumes of right rectangular prisms with fractional edge lengths in the context of solving real-world and mathematical problems.

3. Draw polygons in the coordinate plane given coordinates for the vertices; use coordinates to find the length of a side joining points with the same first coordinate or the same second coordinate. Apply these techniques in the context of solving real-world and mathematical problems.
4. Represent three-dimensional figures using nets made up of rectangles and triangles, and use the nets to find the surface area of these figures. Apply these techniques in the context of solving real-world and mathematical problems.

**Statistics and Probability****6.SP****Develop understanding of statistical variability.**

1. Recognize a statistical question as one that anticipates variability in the data related to the question and accounts for it in the answers. *For example, “How old am I?” is not a statistical question, but “How old are the students in my school?” is a statistical question because one anticipates variability in students’ ages.*
2. Understand that a set of data collected to answer a statistical question has a distribution which can be described by its center, spread, and overall shape.
3. Recognize that a measure of center for a numerical data set summarizes all of its values with a single number, while a measure of variation describes how its values vary with a single number.

**Summarize and describe distributions.**

4. Display numerical data in plots on a number line, including dot plots, histograms, and box plots.
5. Summarize numerical data sets in relation to their context, such as by:
  - a. Reporting the number of observations.
  - b. Describing the nature of the attribute under investigation, including how it was measured and its units of measurement.
  - c. Giving quantitative measures of center (median and/or mean) and variability (interquartile range and/or mean absolute deviation), as well as describing any overall pattern and any striking deviations from the overall pattern with reference to the context in which the data were gathered.
  - d. Relating the choice of measures of center and variability to the shape of the data distribution and the context in which the data were gathered.

# Grade 7



In grade 7, instructional time should focus on four critical areas: (1) developing understanding of and applying proportional relationships; (2) developing understanding of operations with rational numbers and working with expressions and linear equations; (3) solving problems involving scale drawings and informal geometric constructions, and working with two- and three-dimensional shapes to solve problems involving area, surface area, and volume; and (4) drawing inferences about populations based on samples.

- (1) Students extend their understanding of ratios and develop understanding of proportionality to solve single- and multi-step problems. Students use their understanding of ratios and proportionality to solve a wide variety of percent problems, including those involving discounts, interest, taxes, tips, and percent increase or decrease. Students solve problems about scale drawings by relating corresponding lengths between the objects or by using the fact that relationships of lengths within an object are preserved in similar objects. Students graph proportional relationships and understand the unit rate informally as a measure of the steepness of the related line, called the slope. They distinguish proportional relationships from other relationships.
- (2) Students develop a unified understanding of number, recognizing fractions, decimals (that have a finite or a repeating decimal representation), and percents as different representations of rational numbers. Students extend addition, subtraction, multiplication, and division to all rational numbers, maintaining the properties of operations and the relationships between addition and subtraction, and multiplication and division. By applying these properties, and by viewing negative numbers in terms of everyday contexts (e.g., amounts owed or temperatures below zero), students explain and interpret the rules for adding, subtracting, multiplying, and dividing with negative numbers. They use the arithmetic of rational numbers as they formulate expressions and equations in one variable and use these equations to solve problems.
- (3) Students continue their work with area from grade 6, solving problems involving the area and circumference of a circle and surface area of three-dimensional objects. In preparation for work on congruence and similarity in grade 8 they reason about relationships among two-dimensional figures using scale drawings and informal geometric constructions, and they gain familiarity with the relationships between angles formed by intersecting lines. Students work with three-dimensional figures, relating them to two-dimensional figures by examining cross-sections. They solve real-world and mathematical problems involving area, surface area, and volume of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.
- (4) Students build on their previous work with single data distributions to compare two data distributions and address questions about differences between populations. They begin informal work with random sampling to generate data sets and learn about the importance of representative samples for drawing inferences.

## Grade 7 Overview

### Ratios and Proportional Relationships

- Analyze proportional relationships and use them to solve real-world and mathematical problems.

### The Number System

- Apply and extend previous understandings of operations with fractions to add, subtract, multiply, and divide rational numbers.

### Expressions and Equations

- Use properties of operations to generate equivalent expressions.
- Solve real-life and mathematical problems using numerical and algebraic expressions and equations.

### Geometry

- Draw, construct and describe geometrical figures and describe the relationships between them.
- Solve real-life and mathematical problems involving angle measure, area, surface area, and volume.

### Statistics and Probability

- Use random sampling to draw inferences about a population.
- Draw informal comparative inferences about two populations.
- Investigate chance processes and develop, use, and evaluate probability models.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

## Ratios and Proportional Relationships

7.RP

**Analyze proportional relationships and use them to solve real-world and mathematical problems.**

1. Compute unit rates associated with ratios of fractions, including ratios of lengths, areas and other quantities measured in like or different units. *For example, if a person walks  $\frac{1}{2}$  mile in each  $\frac{1}{4}$  hour, compute the unit rate as the complex fraction  $\frac{1/2}{1/4}$  miles per hour, equivalently 2 miles per hour.*
2. Recognize and represent proportional relationships between quantities.
  - a. Decide whether two quantities are in a proportional relationship, e.g., by testing for equivalent ratios in a table or graphing on a coordinate plane and observing whether the graph is a straight line through the origin.
  - b. Identify the constant of proportionality (unit rate) in tables, graphs, equations, diagrams, and verbal descriptions of proportional relationships.
  - c. Represent proportional relationships by equations. *For example, if total cost  $t$  is proportional to the number  $n$  of items purchased at a constant price  $p$ , the relationship between the total cost and the number of items can be expressed as  $t = pn$ .*
  - d. Explain what a point  $(x, y)$  on the graph of a proportional relationship means in terms of the situation, with special attention to the points  $(0, 0)$  and  $(1, r)$  where  $r$  is the unit rate.
3. Use proportional relationships to solve multistep ratio and percent problems. *Examples: simple interest, tax, markups and markdowns, gratuities and commissions, fees, percent increase and decrease, percent error.*

## The Number System

7.NS

**Apply and extend previous understandings of operations with fractions to add, subtract, multiply, and divide rational numbers.**

1. Apply and extend previous understandings of addition and subtraction to add and subtract rational numbers; represent addition and subtraction on a horizontal or vertical number line diagram.
  - a. Describe situations in which opposite quantities combine to make 0. *For example, a hydrogen atom has 0 charge because its two constituents are oppositely charged.*
  - b. Understand  $p + q$  as the number located a distance  $|q|$  from  $p$ , in the positive or negative direction depending on whether  $q$  is positive or negative. Show that a number and its opposite have a sum of 0 (are additive inverses). Interpret sums of rational numbers by describing real-world contexts.
  - c. Understand subtraction of rational numbers as adding the additive inverse,  $p - q = p + (-q)$ . Show that the distance between two rational numbers on the number line is the absolute value of their difference, and apply this principle in real-world contexts.
  - d. Apply properties of operations as strategies to add and subtract rational numbers.
2. Apply and extend previous understandings of multiplication and division and of fractions to multiply and divide rational numbers.
  - a. Understand that multiplication is extended from fractions to rational numbers by requiring that operations continue to satisfy the properties of operations, particularly the distributive property, leading to products such as  $(-1)(-1) = 1$  and the rules for multiplying signed numbers. Interpret products of rational numbers by describing real-world contexts.

- b. Understand that integers can be divided, provided that the divisor is not zero, and every quotient of integers (with non-zero divisor) is a rational number. If  $p$  and  $q$  are integers, then  $-(p/q) = (-p)/q = p/(-q)$ . Interpret quotients of rational numbers by describing real world contexts.
  - c. Apply properties of operations as strategies to multiply and divide rational numbers.
  - d. Convert a rational number to a decimal using long division; know that the decimal form of a rational number terminates in 0s or eventually repeats.
3. Solve real-world and mathematical problems involving the four operations with rational numbers.<sup>1</sup>

**Expressions and Equations****7.EE****Use properties of operations to generate equivalent expressions.**

1. Apply properties of operations as strategies to add, subtract, factor, and expand linear expressions with rational coefficients.
2. Understand that rewriting an expression in different forms in a problem context can shed light on the problem and how the quantities in it are related. *For example,  $a + 0.05a = 1.05a$  means that “increase by 5%” is the same as “multiply by 1.05.”*

**Solve real-life and mathematical problems using numerical and algebraic expressions and equations.**

3. Solve multi-step real-life and mathematical problems posed with positive and negative rational numbers in any form (whole numbers, fractions, and decimals), using tools strategically. Apply properties of operations to calculate with numbers in any form; convert between forms as appropriate; and assess the reasonableness of answers using mental computation and estimation strategies. *For example: If a woman making \$25 an hour gets a 10% raise, she will make an additional 1/10 of her salary an hour, or \$2.50, for a new salary of \$27.50. If you want to place a towel bar 9 3/4 inches long in the center of a door that is 27 1/2 inches wide, you will need to place the bar about 9 inches from each edge; this estimate can be used as a check on the exact computation.*
4. Use variables to represent quantities in a real-world or mathematical problem, and construct simple equations and inequalities to solve problems by reasoning about the quantities.
  - a. Solve word problems leading to equations of the form  $px + q = r$  and  $p(x + q) = r$ , where  $p$ ,  $q$ , and  $r$  are specific rational numbers. Solve equations of these forms fluently. Compare an algebraic solution to an arithmetic solution, identifying the sequence of the operations used in each approach. *For example, the perimeter of a rectangle is 54 cm. Its length is 6 cm. What is its width?*
  - b. Solve word problems leading to inequalities of the form  $px + q > r$  or  $px + q < r$ , where  $p$ ,  $q$ , and  $r$  are specific rational numbers. Graph the solution set of the inequality and interpret it in the context of the problem. *For example: As a salesperson, you are paid \$50 per week plus \$3 per sale. This week you want your pay to be at least \$100. Write an inequality for the number of sales you need to make, and describe the solutions.*

**Geometry****7.G****Draw, construct, and describe geometrical figures and describe the relationships between them.**

1. Solve problems involving scale drawings of geometric figures, including computing actual lengths and areas from a scale drawing and reproducing a scale drawing at a different scale.

<sup>1</sup> Computations with rational numbers extend the rules for manipulating fractions to complex fractions.



2. Draw (freehand, with ruler and protractor, and with technology) geometric shapes with given conditions. Focus on constructing triangles from three measures of angles or sides, noticing when the conditions determine a unique triangle, more than one triangle, or no triangle.
3. Describe the two-dimensional figures that result from slicing three-dimensional figures, as in plane sections of right rectangular prisms and right rectangular pyramids.

### **Solve real-life and mathematical problems involving angle measure, area, surface area, and volume.**

4. Know the formulas for the area and circumference of a circle and use them to solve problems; give an informal derivation of the relationship between the circumference and area of a circle.
5. Use facts about supplementary, complementary, vertical, and adjacent angles in a multi-step problem to write and solve simple equations for an unknown angle in a figure.
6. Solve real-world and mathematical problems involving area, volume and surface area of two- and three-dimensional objects composed of triangles, quadrilaterals, polygons, cubes, and right prisms.

## **Statistics and Probability**

## **7.SP**

### **Use random sampling to draw inferences about a population.**

1. Understand that statistics can be used to gain information about a population by examining a sample of the population; generalizations about a population from a sample are valid only if the sample is representative of that population. Understand that random sampling tends to produce representative samples and support valid inferences.
2. Use data from a random sample to draw inferences about a population with an unknown characteristic of interest. Generate multiple samples (or simulated samples) of the same size to gauge the variation in estimates or predictions. *For example, estimate the mean word length in a book by randomly sampling words from the book; predict the winner of a school election based on randomly sampled survey data. Gauge how far off the estimate or prediction might be.*

### **Draw informal comparative inferences about two populations.**

3. Informally assess the degree of visual overlap of two numerical data distributions with similar variabilities, measuring the difference between the centers by expressing it as a multiple of a measure of variability. *For example, the mean height of players on the basketball team is 10 cm greater than the mean height of players on the soccer team, about twice the variability (mean absolute deviation) on either team; on a dot plot, the separation between the two distributions of heights is noticeable.*
4. Use measures of center and measures of variability for numerical data from random samples to draw informal comparative inferences about two populations. *For example, decide whether the words in a chapter of a seventh-grade science book are generally longer than the words in a chapter of a fourth-grade science book.*

### **Investigate chance processes and develop, use, and evaluate probability models.**

5. Understand that the probability of a chance event is a number between 0 and 1 that expresses the likelihood of the event occurring. Larger numbers indicate greater likelihood. A probability near 0 indicates an unlikely event, a probability around  $\frac{1}{2}$  indicates an event that is neither unlikely nor likely, and a probability near 1 indicates a likely event.
6. Approximate the probability of a chance event by collecting data on the chance process that produces it and observing its long-run relative frequency, and predict the approximate relative frequency given the probability. *For example, when rolling a number cube 600 times, predict that a 3 or 6 would be rolled roughly 200 times, but probably not exactly 200 times.*

7. Develop a probability model and use it to find probabilities of events. Compare probabilities from a model to observed frequencies; if the agreement is not good, explain possible sources of the discrepancy.
  - a. Develop a uniform probability model by assigning equal probability to all outcomes, and use the model to determine probabilities of events. *For example, if a student is selected at random from a class, find the probability that Jane will be selected and the probability that a girl will be selected.*
  - b. Develop a probability model (which may not be uniform) by observing frequencies in data generated from a chance process. *For example, find the approximate probability that a spinning penny will land heads up or that a tossed paper cup will land open-end down. Do the outcomes for the spinning penny appear to be equally likely based on the observed frequencies?*
8. Find probabilities of compound events using organized lists, tables, tree diagrams, and simulation.
  - a. Understand that, just as with simple events, the probability of a compound event is the fraction of outcomes in the sample space for which the compound event occurs.
  - b. Represent sample spaces for compound events using methods such as organized lists, tables and tree diagrams. For an event described in everyday language (e.g., “rolling double sixes”), identify the outcomes in the sample space which compose the event.
  - c. Design and use a simulation to generate frequencies for compound events. *For example, use random digits as a simulation tool to approximate the answer to the question: If 40% of donors have type A blood, what is the probability that it will take at least 4 donors to find one with type A blood?*

# Grade 8



In grade 8, instructional time should focus on three critical areas: (1) formulating and reasoning about expressions and equations, including modeling an association in bivariate data with a linear equation, and solving linear equations and systems of linear equations; (2) grasping the concept of a function and using functions to describe quantitative relationships; (3) analyzing two- and three-dimensional space and figures using distance, angle, similarity, and congruence, and understanding and applying the Pythagorean Theorem.

(1) Students use linear equations and systems of linear equations to represent, analyze, and solve a variety of problems.

Students recognize equations for proportions ( $y/x = m$  or  $y = mx$ ) as special linear equations ( $y = mx + b$ ), understanding that the constant of proportionality ( $m$ ) is the slope, and the graphs are lines through the origin. They understand that the slope ( $m$ ) of a line is a constant rate of change, so that if the input or  $x$ -coordinate changes by an amount  $A$ , the output or  $y$ -coordinate changes by the amount  $m \cdot A$ . Students also use a linear equation to describe the association between two quantities in bivariate data (such as arm span versus height for students in a classroom). At this grade, fitting the model and assessing its fit to the data are done informally. Interpreting the model in the context of the data requires students to express a relationship between the two quantities in question and to interpret components of the relationship (such as slope and  $y$ -intercept) in terms of the situation.

Students strategically choose and efficiently implement procedures to solve linear equations in one variable, understanding that when they use the properties of equality and the concept of logical equivalence, they maintain the solutions of the original equation. Students solve systems of two linear equations in two variables and relate the systems to pairs of lines in the plane; these intersect, are parallel, or are the same line. Students use linear equations, systems of linear equations, linear functions, and their understanding of slope of a line to analyze situations and solve problems.

(2) Students grasp the concept of a function as a rule that assigns to each input exactly one output. They understand that functions describe situations where one quantity determines another. They can translate among representations and partial representations of functions (noting that tabular and graphical representations may be partial representations), and they describe how aspects of the function are reflected in the different representations.

(3) Students use ideas about distance and angles, how they behave under translations, rotations, reflections, and dilations, and ideas about congruence and similarity to describe and analyze two-dimensional figures and to solve problems. Students show that the sum of the angles in a triangle is the angle formed by a straight line, and that various configurations of lines give rise to similar triangles because of the angles created when a transversal cuts parallel lines. Students understand the statement of the Pythagorean Theorem and its converse, and can explain why the Pythagorean Theorem holds, for example, by decomposing a square in two different ways. They apply the Pythagorean Theorem to find distances between points on the coordinate plane, to find lengths, and to analyze polygons. Students complete their work on volume by solving problems involving cones, cylinders, and spheres.

## Grade 8 Overview

### The Number System

- Know that there are numbers that are not rational, and approximate them by rational numbers.

### Expressions and Equations

- Work with radicals and integer exponents.
- Understand the connection between proportional relationships, lines, and linear equations.
- Analyze and solve linear equations and pairs of simultaneous linear equations.

### Functions

- Define, evaluate, and compare functions.
- Use functions to model relationships between quantities.

### Geometry

- Understand congruence and similarity using physical models, transparencies, or geometry software.
- Understand and apply the Pythagorean Theorem.
- Solve real-world and mathematical problems involving volume of cylinders, cones, and spheres.

### Statistics and Probability

- Investigate patterns of association in bivariate data.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

## The Number System

8.NS

**Know that there are numbers that are not rational, and approximate them by rational numbers.**

1. Know that numbers that are not rational are called irrational. Understand informally that every number has a decimal expansion; for rational numbers show that the decimal expansion repeats eventually, and convert a decimal expansion which repeats eventually into a rational number.
2. Use rational approximations of irrational numbers to compare the size of irrational numbers, locate them approximately on a number line diagram, and estimate the value of expressions (e.g.,  $\pi^2$ ). *For example, by truncating the decimal expansion of  $\sqrt{2}$ , show that  $\sqrt{2}$  is between 1 and 2, then between 1.4 and 1.5, and explain how to continue on to get better approximations.*

## Expressions and Equations

8.EE

**Work with radicals and integer exponents.**

1. Know and apply the properties of integer exponents to generate equivalent numerical expressions. *For example,  $3^2 \times 3^{-5} = 3^{-3} = 1/3^3 = 1/27$ .*
2. Use square root and cube root symbols to represent solutions to equations of the form  $x^2 = p$  and  $x^3 = p$ , where  $p$  is a positive rational number. Evaluate square roots of small perfect squares and cube roots of small perfect cubes. Know that  $\sqrt{2}$  is irrational.
3. Use numbers expressed in the form of a single digit times an integer power of 10 to estimate very large or very small quantities, and to express how many times as much one is than the other. *For example, estimate the population of the United States as  $3 \times 10^8$  and the population of the world as  $7 \times 10^9$ , and determine that the world population is more than 20 times larger.*
4. Perform operations with numbers expressed in scientific notation, including problems where both decimal and scientific notation are used. Use scientific notation and choose units of appropriate size for measurements of very large or very small quantities (e.g., use millimeters per year for seafloor spreading). Interpret scientific notation that has been generated by technology.

**Understand the connections between proportional relationships, lines, and linear equations.**

5. Graph proportional relationships, interpreting the unit rate as the slope of the graph. Compare two different proportional relationships represented in different ways. *For example, compare a distance-time graph to a distance-time equation to determine which of two moving objects has greater speed.*
6. Use similar triangles to explain why the slope  $m$  is the same between any two distinct points on a non-vertical line in the coordinate plane; derive the equation  $y = mx$  for a line through the origin and the equation  $y = mx + b$  for a line intercepting the vertical axis at  $b$ .

**Analyze and solve linear equations and pairs of simultaneous linear equations.**

7. Solve linear equations in one variable.
  - a. Give examples of linear equations in one variable with one solution, infinitely many solutions, or no solutions. Show which of these possibilities is the case by successively transforming the given equation into simpler forms, until an equivalent equation of the form  $x = a$ ,  $a = a$ , or  $a = b$  results (where  $a$  and  $b$  are different numbers).
  - b. Solve linear equations with rational number coefficients, including equations whose solutions require expanding expressions using the distributive property and collecting like terms.

8. Analyze and solve pairs of simultaneous linear equations.
  - a. Understand that solutions to a system of two linear equations in two variables correspond to points of intersection of their graphs, because points of intersection satisfy both equations simultaneously.
  - b. Solve systems of two linear equations in two variables algebraically, and estimate solutions by graphing the equations. Solve simple cases by inspection. *For example,  $3x + 2y = 5$  and  $3x + 2y = 6$  have no solution because  $3x + 2y$  cannot simultaneously be 5 and 6.*
  - c. Solve real-world and mathematical problems leading to linear equations in two variables. *For example, given coordinates for two pairs of points, determine whether the line through the first pair of points intersects the line through the second pair.*

**Functions****8.F****Define, evaluate, and compare functions.**

1. Understand that a function is a rule that assigns to each input exactly one output. The graph of a function is the set of ordered pairs consisting of an input and the corresponding output.<sup>1</sup>
2. Compare properties of two functions each represented in a different way (algebraically, graphically, numerically in tables, or by verbal descriptions). *For example, given a linear function represented by a table of values and a linear function represented by an algebraic expression, determine which function has the greater rate of change.*
3. Interpret the equation  $y = mx + b$  as defining a linear function, whose graph is a straight line; give examples of functions that are not linear. *For example, the function  $A = s^2$  giving the area of a square as a function of its side length is not linear because its graph contains the points  $(1,1)$ ,  $(2,4)$  and  $(3,9)$ , which are not on a straight line.*

**Use functions to model relationships between quantities.**

4. Construct a function to model a linear relationship between two quantities. Determine the rate of change and initial value of the function from a description of a relationship or from two  $(x, y)$  values, including reading these from a table or from a graph. Interpret the rate of change and initial value of a linear function in terms of the situation it models, and in terms of its graph or a table of values.
5. Describe qualitatively the functional relationship between two quantities by analyzing a graph (e.g., where the function is increasing or decreasing, linear or nonlinear). Sketch a graph that exhibits the qualitative features of a function that has been described verbally.

**Geometry****8.G****Understand congruence and similarity using physical models, transparencies, or geometry software.**

1. Verify experimentally the properties of rotations, reflections, and translations:
  - a. Lines are taken to lines, and line segments to line segments of the same length.
  - b. Angles are taken to angles of the same measure.
  - c. Parallel lines are taken to parallel lines.

<sup>1</sup> Function notation is not required in grade 8.

2. Understand that a two-dimensional figure is congruent to another if the second can be obtained from the first by a sequence of rotations, reflections, and translations; given two congruent figures, describe a sequence that exhibits the congruence between them.
3. Describe the effect of dilations, translations, rotations, and reflections on two-dimensional figures using coordinates.
4. Understand that a two-dimensional figure is similar to another if the second can be obtained from the first by a sequence of rotations, reflections, translations, and dilations; given two similar two-dimensional figures, describe a sequence that exhibits the similarity between them.
5. Use informal arguments to establish facts about the angle sum and exterior angle of triangles, about the angles created when parallel lines are cut by a transversal, and the angle-angle criterion for similarity of triangles. *For example, arrange three copies of the same triangle so that the sum of the three angles appears to form a line, and give an argument in terms of transversals why this is so.*

### Understand and apply the Pythagorean Theorem.

6. Explain a proof of the Pythagorean Theorem and its converse.
7. Apply the Pythagorean Theorem to determine unknown side lengths in right triangles in real-world and mathematical problems in two and three dimensions.
8. Apply the Pythagorean Theorem to find the distance between two points in a coordinate system.

### Solve real-world and mathematical problems involving volume of cylinders, cones, and spheres.

9. Know the formulas for the volumes of cones, cylinders, and spheres and use them to solve real-world and mathematical problems.

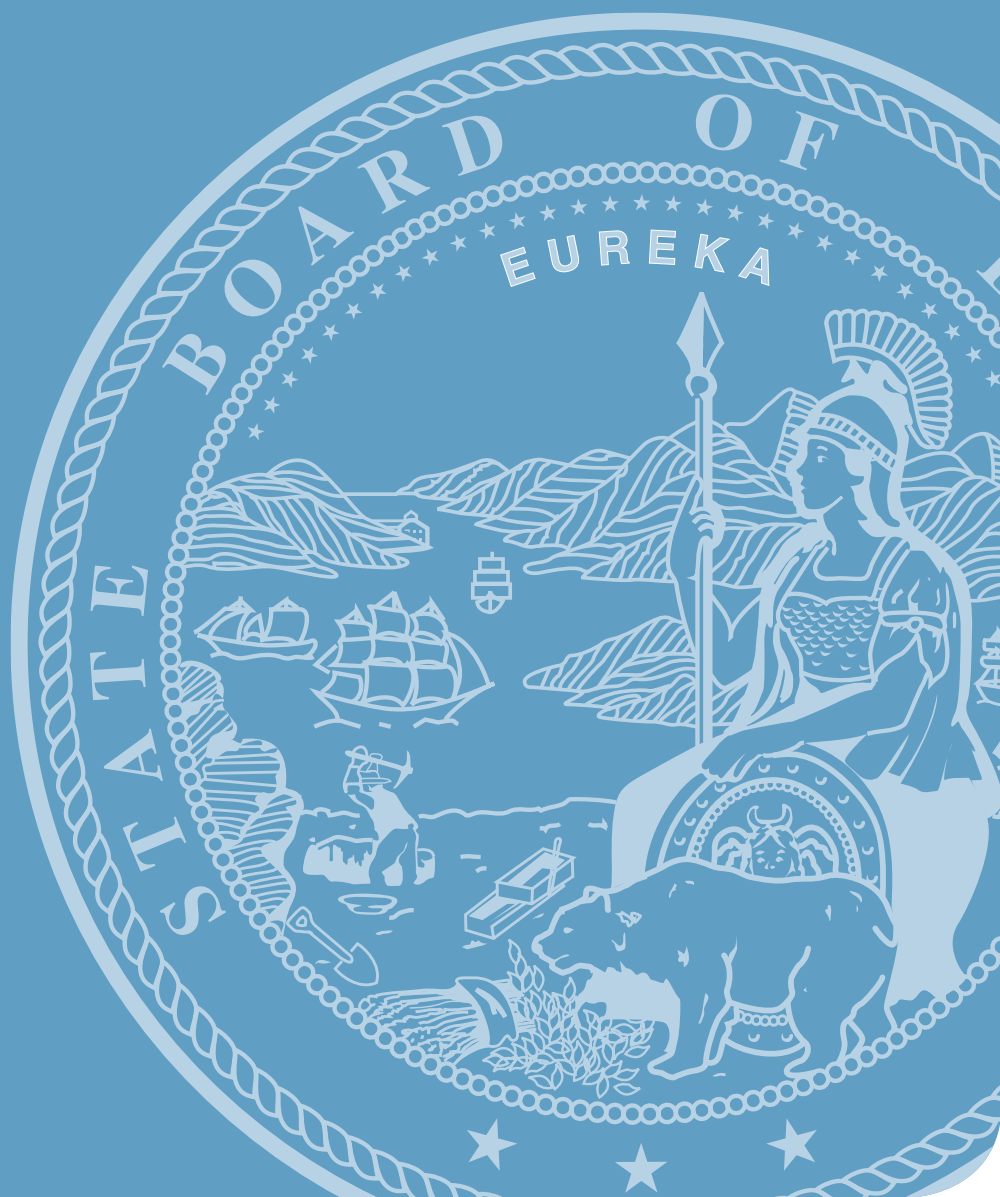
## Statistics and Probability

## 8.SP

### Investigate patterns of association in bivariate data.

1. Construct and interpret scatter plots for bivariate measurement data to investigate patterns of association between two quantities. Describe patterns such as clustering, outliers, positive or negative association, linear association, and nonlinear association.
2. Know that straight lines are widely used to model relationships between two quantitative variables. For scatter plots that suggest a linear association, informally fit a straight line, and informally assess the model fit by judging the closeness of the data points to the line.
3. Use the equation of a linear model to solve problems in the context of bivariate measurement data, interpreting the slope and intercept. *For example, in a linear model for a biology experiment, interpret a slope of 1.5 cm/hr as meaning that an additional hour of sunlight each day is associated with an additional 1.5 cm in mature plant height.*
4. Understand that patterns of association can also be seen in bivariate categorical data by displaying frequencies and relative frequencies in a two-way table. Construct and interpret a two-way table summarizing data on two categorical variables collected from the same subjects. Use relative frequencies calculated for rows or columns to describe possible association between the two variables. *For example, collect data from students in your class on whether or not they have a curfew on school nights and whether or not they have assigned chores at home. Is there evidence that those who have a curfew also tend to have chores?*

# Higher Mathematics Standards





# Introduction to Higher Mathematics Standards

The standards for higher mathematics are organized in two ways—as model courses and in conceptual categories—and include California additions.<sup>1</sup> The model courses consist of three courses in the traditional pathway (Algebra I, Geometry, and Algebra II); three courses in the integrated pathway (Mathematics I, II, and III); and two advanced courses (Advanced Placement Statistics and Probability and Calculus). The model courses provide guidance for developing curriculum and instruction. The forthcoming *Mathematics Framework for California Public Schools, Kindergarten Through Grade Twelve*, will offer expanded explanations of the model courses and suggestions for additional courses, including Pre-Calculus and Statistics and Probability.

The six conceptual categories are as follows:

- Number and Quantity
- Algebra
- Functions
- Modeling
- Geometry
- Statistics and Probability

Conceptual categories portray a coherent view of higher mathematics and cross traditional course boundaries. There are no standards listed in the conceptual category of modeling. Instead, modeling standards appear throughout the other conceptual categories and are indicated by a star symbol (★).

The higher mathematics standards specify the mathematics that all students should study in order to be college and career ready. Additional mathematics that students should learn in preparation for advanced courses, such as calculus, advanced statistics, or discrete mathematics, is indicated by a plus symbol (+). All standards without a (+) symbol should be in the common mathematics curriculum for all college and career ready students. Standards with a (+) symbol may also appear in courses intended for all students.

**Table 1: Model Mathematics Courses, by Grade Level**

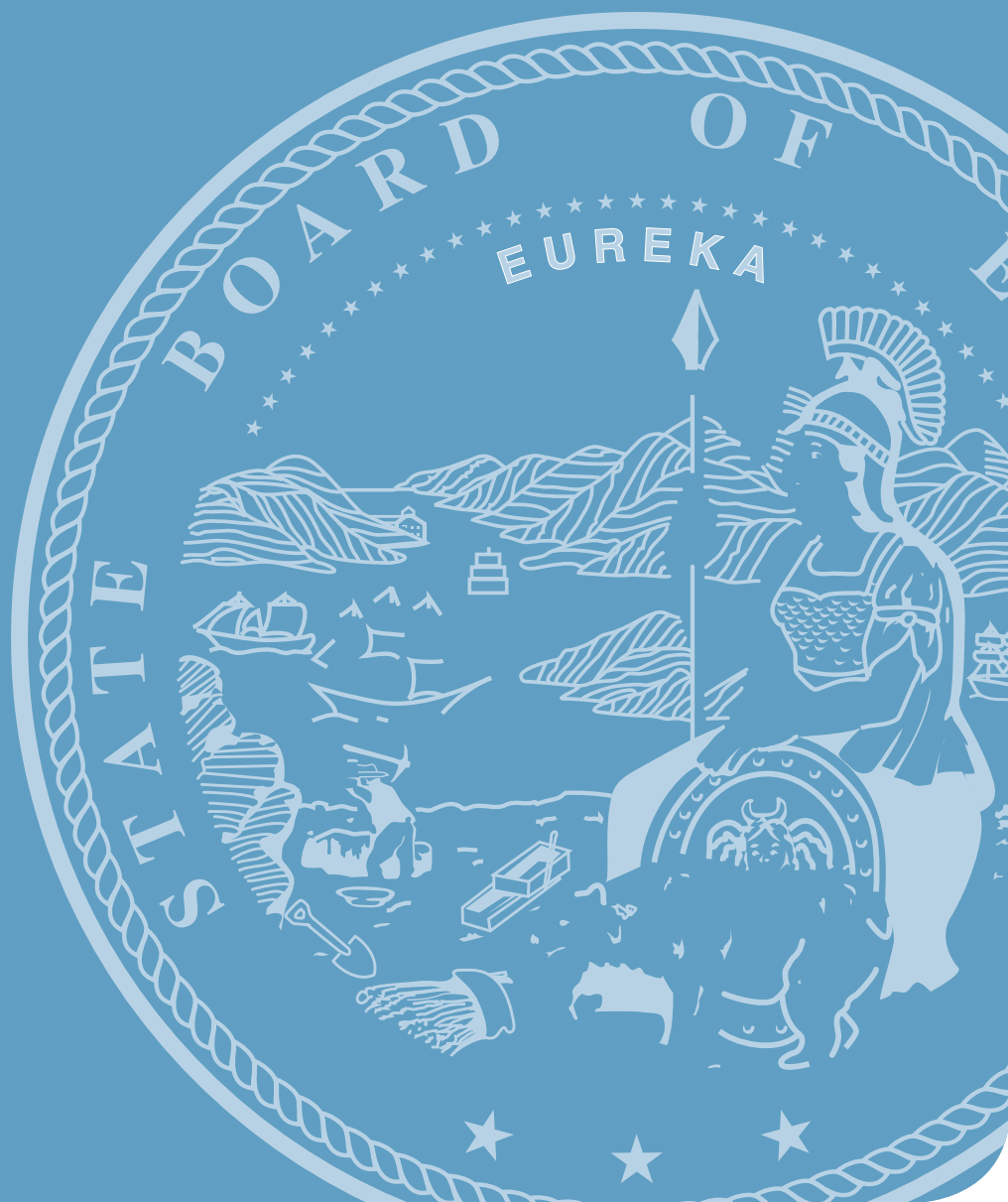
| Discipline                                       | Grade Seven | Grade Eight | Grade Nine | Grade Ten | Grade Eleven | Grade Twelve |
|--|-------------|-------------|------------|-----------|--------------|--------------|
| Algebra I/Mathematics I                          | Possible    | Possible    | Possible   | Possible  | Possible     | Possible     |
| Geometry/Mathematics II                          |             | Possible    | Possible   | Possible  | Possible     | Possible     |
| Algebra II/Mathematics III                       |             |             | Possible   | Possible  | Possible     | Possible     |
| Advanced Placement<br>Probability and Statistics |             |             |            | Possible  | Possible     | Possible     |
| Calculus   |             |             |            | Possible  | Possible     | Possible     |

Local districts determine which course offerings and sequences best meet the needs of students. The table above provides guidance on possible course-taking sequences in higher mathematics. It is not intended to be an exhaustive list of courses or sequences of courses that students could take. In the forthcoming *Mathematics Framework for California Public Schools, Kindergarten Through Grade Twelve*, courses in Pre-Calculus and Statistics and Probability will also be presented.

1. California additions appear in boldface type and with a CA notation.

# Higher Mathematics Courses

Integrated Pathway



# Mathematics I



The fundamental purpose of the Mathematics I course is to formalize and extend the mathematics that students learned in the middle grades. This course includes standards from the conceptual categories of Number and Quantity, Algebra, Functions, Geometry, and Statistics and Probability. Some standards are repeated in multiple higher mathematics courses; therefore instructional notes, which appear in brackets, indicate what is appropriate for study in this particular course. For example, the scope of Mathematics I is limited to linear and exponential expressions and functions as well as some work with absolute value, step, and functions that are piecewise-defined. Therefore, although a standard may include references to quadratic, logarithmic, or trigonometric functions, those functions should not be included in course work for Mathematics I; they will be addressed in Mathematics II or III.

For the Mathematics I course, instructional time should focus on six critical areas: (1) extend understanding of numerical manipulation to algebraic manipulation; (2) synthesize understanding of function; (3) deepen and extend understanding of linear relationships; (4) apply linear models to data that exhibit a linear trend; (5) establish criteria for congruence based on rigid motions; and (6) apply the Pythagorean Theorem to the coordinate plane.

- (1) In previous grades, students had a variety of experiences working with expressions and creating equations. Students become competent in algebraic manipulation in much the same way that they are with numerical manipulation. Algebraic facility includes rearranging and collecting terms, factoring, identifying and canceling common factors in rational expressions, and applying properties of exponents. Students continue this work by using quantities to model and analyze situations, to interpret expressions, and to create equations to describe situations.
- (2) In earlier grades, students define, evaluate, and compare functions, and use them to model relationships among quantities. Students will learn function notation and develop the concepts of domain and range. They move beyond viewing functions as processes that take inputs and yield outputs and start viewing functions as objects in their own right. They explore many examples of functions, including sequences; interpret functions given graphically, numerically, symbolically, and verbally; translate between representations; and understand the limitations of various representations. They work with functions given by graphs and tables, keeping in mind that, depending upon the context, these representations are likely to be approximate and incomplete. Their work includes functions that can be described or approximated by formulas as well as those that cannot. When functions describe relationships between quantities arising from a context, students reason with the units in which those quantities are measured. Students build on and informally extend their understanding of integer exponents to consider exponential functions. They compare and contrast linear and exponential functions, distinguishing between additive and multiplicative change. They interpret arithmetic sequences as linear functions and geometric sequences as exponential functions.
- (3) In previous grades, students learned to solve linear equations in one variable and applied graphical and algebraic methods to analyze and solve systems of linear equations in two variables. Building on these earlier experiences, students analyze and explain the process of solving an equation and justify the process used in solving a system of equations. Students develop fluency in writing, interpreting, and translating among various forms of linear equations and inequalities and use them to solve problems. They master the solution of linear equations and apply related solution techniques and the laws of exponents to the creation and solution of simple exponential equations. Students explore systems of equations and inequalities, and they find and interpret their solutions. All of this work is grounded on understanding quantities and on relationships among them.

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*Note:* The source of this introduction is the *Massachusetts Curriculum Framework for Mathematics* (Malden: Massachusetts Department of Elementary and Secondary Education, 2011), 129–130.

- (4) Students' prior experiences with data are the basis for the more formal means of assessing how a model fits data. Students use regression techniques to describe approximately linear relationships among quantities. They use graphical representations and knowledge of the context to make judgments about the appropriateness of linear models. With linear models, they look at residuals to analyze the goodness of fit.
- (5) In previous grades, students were asked to draw triangles based on given measurements. They also have prior experience with rigid motions (translations, reflections, and rotations) and have used these experiences to develop notions about what it means for two objects to be congruent. Students establish triangle congruence criteria, based on analyses of rigid motions and formal constructions. They solve problems about triangles, quadrilaterals, and other polygons. They apply reasoning to complete geometric constructions and explain why they work.
- (6) Building on their work with the Pythagorean Theorem in eighth grade to find distances, students use a rectangular coordinate system to verify geometric relationships, including properties of special triangles and quadrilaterals and slopes of parallel and perpendicular lines.

The Standards for Mathematical Practice complement the content standards so that students increasingly engage with the subject matter as they grow in mathematical maturity and expertise throughout the elementary, middle, and high school years.

# Mathematics I Overview

## Number and Quantity

### Quantities

- Reason quantitatively and use units to solve problems.

### Algebra

#### Seeing Structure in Expressions

- Interpret the structure of expressions.

#### Creating Equations

- Create equations that describe numbers or relationships.

#### Reasoning with Equations and Inequalities

- Understand solving equations as a process of reasoning and explain the reasoning.
- Solve equations and inequalities in one variable.
- Solve systems of equations.
- Represent and solve equations and inequalities graphically.

## Functions

### Interpreting Functions

- Understand the concept of a function and use function notation.
- Interpret functions that arise in applications in terms of the context.
- Analyze functions using different representations.

### Building Functions

- Build a function that models a relationship between two quantities.
- Build new functions from existing functions.

### Linear, Quadratic, and Exponential Models

- Construct and compare linear, quadratic, and exponential models and solve problems.
- Interpret expressions for functions in terms of the situation they model.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

## Geometry

### Congruence

- Experiment with transformations in the plane.
- Understand congruence in terms of rigid motions.
- Make geometric constructions.

### Expressing Geometric Properties with Equations

- Use coordinates to prove simple geometric theorems algebraically.

## Statistics and Probability

### Interpreting Categorical and Quantitative Data

- Summarize, represent, and interpret data on a single count or measurement variable.
- Summarize, represent, and interpret data on two categorical and quantitative variables.
- Interpret linear models.

## Number and Quantity

### Quantities

N Q

**Reason quantitatively and use units to solve problems.** [Foundation for work with expressions, equations, and functions]

1. Use units as a way to understand problems and to guide the solution of multi-step problems; choose and interpret units consistently in formulas; choose and interpret the scale and the origin in graphs and data displays. ★
2. Define appropriate quantities for the purpose of descriptive modeling. ★
3. Choose a level of accuracy appropriate to limitations on measurement when reporting quantities. ★

## Algebra

### Seeing Structure in Expressions

A SSE

**Interpret the structure of expressions.** [Linear expressions and exponential expressions with integer exponents]

1. Interpret expressions that represent a quantity in terms of its context. ★
  - a. Interpret parts of an expression, such as terms, factors, and coefficients. ★
  - b. Interpret complicated expressions by viewing one or more of their parts as a single entity. *For example, interpret  $P(1 + r)^n$  as the product of  $P$  and a factor not depending on  $P$ .* ★

### Creating Equations

A CED

**Create equations that describe numbers or relationships.** [Linear and exponential (integer inputs only); for A.CED.3, linear only]

1. Create equations and inequalities in one variable **including ones with absolute value** and use them to solve problems. *Include equations arising from linear and quadratic functions, and simple rational and exponential functions.* CA ★
2. Create equations in two or more variables to represent relationships between quantities; graph equations on coordinate axes with labels and scales. ★
3. Represent constraints by equations or inequalities, and by systems of equations and/or inequalities, and interpret solutions as viable or non-viable options in a modeling context. *For example, represent inequalities describing nutritional and cost constraints on combinations of different foods.* ★
4. Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations. *For example, rearrange Ohm's law  $V = IR$  to highlight resistance  $R$ .* ★

### Reasoning with Equations and Inequalities

A REI

**Understand solving equations as a process of reasoning and explain the reasoning.** [Master linear; learn as general principle.]

1. Explain each step in solving a simple equation as following from the equality of numbers asserted at the previous step, starting from the assumption that the original equation has a solution. Construct a viable argument to justify a solution method.

Note: ★ Indicates a modeling standard linking mathematics to everyday life, work, and decision-making.(+) Indicates additional mathematics to prepare students for advanced courses.

**Solve equations and inequalities in one variable.**

3. Solve linear equations and inequalities in one variable, including equations with coefficients represented by letters. [Linear inequalities; literal equations that are linear in the variables being solved for; exponential of a form, such as  $2^x = 1/16$ .]

**3.1 Solve one-variable equations and inequalities involving absolute value, graphing the solutions and interpreting them in context. CA**

**Solve systems of equations.** [Linear systems]

- 5. Prove that, given a system of two equations in two variables, replacing one equation by the sum of that equation and a multiple of the other produces a system with the same solutions.
- 6. Solve systems of linear equations exactly and approximately (e.g., with graphs), focusing on pairs of linear equations in two variables.

**Represent and solve equations and inequalities graphically.** [Linear and exponential; learn as general principle.]

- 10. Understand that the graph of an equation in two variables is the set of all its solutions plotted in the coordinate plane, often forming a curve (which could be a line).
- 11. Explain why the  $x$ -coordinates of the points where the graphs of the equations  $y = f(x)$  and  $y = g(x)$  intersect are the solutions of the equation  $f(x) = g(x)$ ; find the solutions approximately, e.g., using technology to graph the functions, make tables of values, or find successive approximations. Include cases where  $f(x)$  and/or  $g(x)$  are linear, polynomial, rational, absolute value, exponential, and logarithmic functions. ★
- 12. Graph the solutions to a linear inequality in two variables as a half-plane (excluding the boundary in the case of a strict inequality), and graph the solution set to a system of linear inequalities in two variables as the intersection of the corresponding half-planes.

**Functions**

**Interpreting Functions** F IF

**Understand the concept of a function and use function notation.**

[Learn as general principle. Focus on linear and exponential (integer domains) and on arithmetic and geometric sequences.]

- 1. Understand that a function from one set (called the domain) to another set (called the range) assigns to each element of the domain exactly one element of the range. If  $f$  is a function and  $x$  is an element of its domain, then  $f(x)$  denotes the output of  $f$  corresponding to the input  $x$ . The graph of  $f$  is the graph of the equation  $y = f(x)$ .
- 2. Use function notation, evaluate functions for inputs in their domains, and interpret statements that use function notation in terms of a context.
- 3. Recognize that sequences are functions, sometimes defined recursively, whose domain is a subset of the integers. *For example, the Fibonacci sequence is defined recursively by  $f(0) = f(1) = 1$ ,  $f(n + 1) = f(n) + f(n - 1)$  for  $n \geq 1$ .*

**Interpret functions that arise in applications in terms of the context.** [Linear and exponential (linear domain)]

- 4. For a function that models a relationship between two quantities, interpret key features of graphs and tables in terms of the quantities, and sketch graphs showing key features given a verbal description of the relationship. *Key features include: intercepts; intervals where the function is increasing, decreasing, positive, or negative; relative maximums and minimums; symmetries; end behavior; and periodicity.* ★



5. Relate the domain of a function to its graph and, where applicable, to the quantitative relationship it describes. *For example, if the function  $h$  gives the number of person-hours it takes to assemble  $n$  engines in a factory, then the positive integers would be an appropriate domain for the function.* ★
6. Calculate and interpret the average rate of change of a function (presented symbolically or as a table) over a specified interval. Estimate the rate of change from a graph. ★

**Analyze functions using different representations.** [Linear and exponential]

7. Graph functions expressed symbolically and show key features of the graph, by hand in simple cases and using technology for more complicated cases. ★
  - a. Graph linear and quadratic functions and show intercepts, maxima, and minima. ★
  - e. Graph exponential and logarithmic functions, showing intercepts and end behavior, and trigonometric functions, showing period, midline, and amplitude. ★
9. Compare properties of two functions each represented in a different way (algebraically, graphically, numerically in tables, or by verbal descriptions).

**Building Functions****F BF****Build a function that models a relationship between two quantities.** [For F.BF.1, 2, linear and exponential (integer inputs)]

1. Write a function that describes a relationship between two quantities. ★
  - a. Determine an explicit expression, a recursive process, or steps for calculation from a context. ★
  - b. Combine standard function types using arithmetic operations. *For example, build a function that models the temperature of a cooling body by adding a constant function to a decaying exponential, and relate these functions to the model.* ★
2. Write arithmetic and geometric sequences both recursively and with an explicit formula, use them to model situations, and translate between the two forms. ★

**Build new functions from existing functions.** [Linear and exponential; focus on vertical translations for exponential.]

3. Identify the effect on the graph of replacing  $f(x)$  by  $f(x) + k$ ,  $kf(x)$ ,  $f(kx)$ , and  $f(x + k)$  for specific values of  $k$  (both positive and negative); find the value of  $k$  given the graphs. Experiment with cases and illustrate an explanation of the effects on the graph using technology. *Include recognizing even and odd functions from their graphs and algebraic expressions for them.*

**Linear, Quadratic, and Exponential Models****F LE****Construct and compare linear, quadratic, and exponential models and solve problems.** [Linear and exponential]

1. Distinguish between situations that can be modeled with linear functions and with exponential functions. ★
  - a. Prove that linear functions grow by equal differences over equal intervals, and that exponential functions grow by equal factors over equal intervals. ★
  - b. Recognize situations in which one quantity changes at a constant rate per unit interval relative to another. ★
  - c. Recognize situations in which a quantity grows or decays by a constant percent rate per unit interval relative to another. ★

- Construct linear and exponential functions, including arithmetic and geometric sequences, given a graph, a description of a relationship, or two input-output pairs (include reading these from a table). ★
- Observe using graphs and tables that a quantity increasing exponentially eventually exceeds a quantity increasing linearly, quadratically, or (more generally) as a polynomial function. ★

**Interpret expressions for functions in terms of the situation they model.** [Linear and exponential of form  $f(x) = b^x + k$ ]

- Interpret the parameters in a linear or exponential function in terms of a context. ★

## Geometry

### Congruence

### G CO

**Experiment with transformations in the plane.**

- Know precise definitions of angle, circle, perpendicular line, parallel line, and line segment, based on the undefined notions of point, line, distance along a line, and distance around a circular arc.
- Represent transformations in the plane using, e.g., transparencies and geometry software; describe transformations as functions that take points in the plane as inputs and give other points as outputs. Compare transformations that preserve distance and angle to those that do not (e.g., translation versus horizontal stretch).
- Given a rectangle, parallelogram, trapezoid, or regular polygon, describe the rotations and reflections that carry it onto itself.
- Develop definitions of rotations, reflections, and translations in terms of angles, circles, perpendicular lines, parallel lines, and line segments.
- Given a geometric figure and a rotation, reflection, or translation, draw the transformed figure using, e.g., graph paper, tracing paper, or geometry software. Specify a sequence of transformations that will carry a given figure onto another.

**Understand congruence in terms of rigid motions.** [Build on rigid motions as a familiar starting point for development of concept of geometric proof.]

- Use geometric descriptions of rigid motions to transform figures and to predict the effect of a given rigid motion on a given figure; given two figures, use the definition of congruence in terms of rigid motions to decide if they are congruent.
- Use the definition of congruence in terms of rigid motions to show that two triangles are congruent if and only if corresponding pairs of sides and corresponding pairs of angles are congruent.
- Explain how the criteria for triangle congruence (ASA, SAS, and SSS) follow from the definition of congruence in terms of rigid motions.

**Make geometric constructions.** [Formalize and explain processes.]

- Make formal geometric constructions with a variety of tools and methods (compass and straightedge, string, reflective devices, paper folding, dynamic geometric software, etc.). *Copying a segment; copying an angle; bisecting a segment; bisecting an angle; constructing perpendicular lines, including the perpendicular bisector of a line segment; and constructing a line parallel to a given line through a point not on the line.*
- Construct an equilateral triangle, a square, and a regular hexagon inscribed in a circle.

## Geometry

### Expressing Geometric Properties with Equations

G GPE

**Use coordinates to prove simple geometric theorems algebraically.** [Include distance formula; relate to Pythagorean Theorem.]

4. Use coordinates to prove simple geometric theorems algebraically.
5. Prove the slope criteria for parallel and perpendicular lines and use them to solve geometric problems (e.g., find the equation of a line parallel or perpendicular to a given line that passes through a given point).
7. Use coordinates to compute perimeters of polygons and areas of triangles and rectangles, e.g., using the distance formula. ★

## Statistics and Probability

### Interpreting Categorical and Quantitative Data

S ID

**Summarize, represent, and interpret data on a single count or measurement variable.**

1. Represent data with plots on the real number line (dot plots, histograms, and box plots). ★
2. Use statistics appropriate to the shape of the data distribution to compare center (median, mean) and spread (interquartile range, standard deviation) of two or more different data sets. ★
3. Interpret differences in shape, center, and spread in the context of the data sets, accounting for possible effects of extreme data points (outliers). ★

**Summarize, represent, and interpret data on two categorical and quantitative variables.** [Linear focus; discuss general principle.]

5. Summarize categorical data for two categories in two-way frequency tables. Interpret relative frequencies in the context of the data (including joint, marginal, and conditional relative frequencies). Recognize possible associations and trends in the data. ★
6. Represent data on two quantitative variables on a scatter plot, and describe how the variables are related. ★
  - a. Fit a function to the data; use functions fitted to data to solve problems in the context of the data. Use given functions or choose a function suggested by the context. Emphasize linear, quadratic, and exponential models. ★
  - b. Informally assess the fit of a function by plotting and analyzing residuals. ★
  - c. Fit a linear function for a scatter plot that suggests a linear association. ★

**Interpret linear models.**

7. Interpret the slope (rate of change) and the intercept (constant term) of a linear model in the context of the data. ★
8. Compute (using technology) and interpret the correlation coefficient of a linear fit. ★
9. Distinguish between correlation and causation. ★

# Mathematics II



The focus of the Mathematics II course is on quadratic expressions, equations, and functions; comparing their characteristics and behavior to those of linear and exponential relationships from Mathematics I. This course includes standards from the conceptual categories of Number and Quantity, Algebra, Functions, Geometry, and Statistics and Probability. Some standards are repeated in multiple higher mathematics courses; therefore instructional notes, which appear in brackets, indicate what is appropriate for study in this particular course. For example, the scope of Mathematics II is limited to quadratic expressions and functions, and some work with absolute value, step, and functions that are piecewise-defined. Therefore, although a standard may include references to logarithms or trigonometry, those functions should not be included in course work for Mathematics II; they will be addressed in Mathematics III.

For the Mathematics II course, instructional time should focus on five critical areas: (1) extend the laws of exponents to rational exponents; (2) compare key characteristics of quadratic functions with those of linear and exponential functions; (3) create and solve equations and inequalities involving linear, exponential, and quadratic expressions; (4) extend work with probability; and (5) establish criteria for similarity of triangles based on dilations and proportional reasoning.

- (1) Students extend the laws of exponents to rational exponents and explore distinctions between rational and irrational numbers by considering their decimal representations. Students learn that when quadratic equations do not have real solutions, the number system must be extended so that solutions exist, analogous to the way in which extending the whole numbers to the negative numbers allows  $x + 1 = 0$  to have a solution. Students explore relationships between number systems: whole numbers, integers, rational numbers, real numbers, and complex numbers. The guiding principle is that equations with no solutions in one number system may have solutions in a larger number system.
- (2) Students consider quadratic functions, comparing the key characteristics of quadratic functions to those of linear and exponential functions. They select from among these functions to model phenomena. Students learn to anticipate the graph of a quadratic function by interpreting various forms of quadratic expressions. In particular, they identify the real solutions of a quadratic equation as the zeros of a related quadratic function. When quadratic equations do not have real solutions, students learn that the graph of the related quadratic function does not cross the horizontal axis. They expand their experience with functions to include more specialized functions—absolute value, step, and those that are piecewise-defined.
- (3) Students begin by focusing on the structure of expressions, rewriting expressions to clarify and reveal aspects of the relationship they represent. They create and solve equations, inequalities, and systems of equations involving exponential and quadratic expressions.
- (4) Building on probability concepts that began in the middle grades, students use the language of set theory to expand their ability to compute and interpret theoretical and experimental probabilities for compound events, attending to mutually exclusive events, independent events, and conditional probability. Students should make use of geometric probability models wherever possible. They use probability to make informed decisions.
- (5) Students apply their earlier experience with dilations and proportional reasoning to build a formal understanding of similarity. They identify criteria for similarity of triangles, use similarity to solve problems, and apply similarity in right triangles to understand right triangle trigonometry, with particular attention to special right triangles and the Pythagorean Theorem. Students develop facility with geometric proof. They use what they know about congruence and similarity to prove theorems involving lines, angles, triangles, and other polygons. They explore a variety of formats for writing proofs.

The Standards for Mathematical Practice complement the content standards so that students increasingly engage with the subject matter as they grow in mathematical maturity and expertise throughout the elementary, middle, and high school years.

*Note:* The source of this introduction is the *Massachusetts Curriculum Framework for Mathematics* (Malden: Massachusetts Department of Elementary and Secondary Education, 2011), 137–8.

# Mathematics II Overview

## Number and Quantity

### The Real Number System

- Extend the properties of exponents to rational exponents.
- Use properties of rational and irrational numbers.

### The Complex Number Systems

- Perform arithmetic operations with complex numbers.
- Use complex numbers in polynomial identities and equations.

## Algebra

### Seeing Structure in Expressions

- Interpret the structure of expressions.
- Write expressions in equivalent forms to solve problems.

### Arithmetic with Polynomials and Rational Expressions

- Perform arithmetic operations on polynomials.

### Creating Equations

- Create equations that describe numbers or relationships.

### Reasoning with Equations and Inequalities

- Solve equations and inequalities in one variable.
- Solve systems of equations.

## Functions

### Interpreting Functions

- Interpret functions that arise in applications in terms of the context.
- Analyze functions using different representations.

### Building Functions

- Build a function that models a relationship between two quantities.
- Build new functions from existing functions.

### Linear, Quadratic, and Exponential Models

- Construct and compare linear, quadratic, and exponential models and solve problems.
- Interpret expressions for functions in terms of the situation they model.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

## **Trigonometric Functions**

- Prove and apply trigonometric identities.

## **Geometry**

### **Congruence**

- Prove geometric theorems.

### **Similarity, Right Triangles, and Trigonometry**

- Understand similarity in terms of similarity transformations.
- Prove theorems involving similarity.
- Define trigonometric ratios and solve problems involving right triangles.

### **Circles**

- Understand and apply theorems about circles.
- Find arc lengths and areas of sectors of circles.

### **Expressing Geometric Properties with Equations**

- Translate between the geometric description and the equation for a conic section.
- Use coordinates to prove simple geometric theorems algebraically.

### **Geometric Measurement and Dimension**

- Explain volume formulas and use them to solve problems.

## **Statistics and Probability**

### **Conditional Probability and the Rules of Probability**

- Understand independence and conditional probability and use them to interpret data.
- Use the rules of probability to compute probabilities of compound events in a uniform probability model.

### **Using Probability to Make Decisions**

- Use probability to evaluate outcomes of decisions.

## Number and Quantity

### The Real Number System

N RN

#### Extend the properties of exponents to rational exponents.

1. Explain how the definition of the meaning of rational exponents follows from extending the properties of integer exponents to those values, allowing for a notation for radicals in terms of rational exponents. *For example, we define  $5^{1/3}$  to be the cube root of 5 because we want  $(5^{1/3})^3 = 5^{(1/3)3}$  to hold, so  $(5^{1/3})^3$  must equal 5.*
2. Rewrite expressions involving radicals and rational exponents using the properties of exponents.

#### Use properties of rational and irrational numbers.

3. Explain why the sum or product of two rational numbers is rational; that the sum of a rational number and an irrational number is irrational; and that the product of a nonzero rational number and an irrational number is irrational.

### The Complex Number System

N CN

#### Perform arithmetic operations with complex numbers. [ $i^2$ as highest power of $i$ ]

1. Know there is a complex number  $i$  such that  $i^2 = -1$ , and every complex number has the form  $a + bi$  with  $a$  and  $b$  real.
2. Use the relation  $i^2 = -1$  and the commutative, associative, and distributive properties to add, subtract, and multiply complex numbers.

#### Use complex numbers in polynomial identities and equations. [Quadratics with real coefficients]

7. Solve quadratic equations with real coefficients that have complex solutions.
8. (+) Extend polynomial identities to the complex numbers. *For example, rewrite  $x^2 + 4$  as  $(x + 2i)(x - 2i)$ .*
9. (+) Know the Fundamental Theorem of Algebra; show that it is true for quadratic polynomials.

## Algebra

### Seeing Structure in Expressions

A SSE

#### Interpret the structure of expressions. [Quadratic and exponential]

1. Interpret expressions that represent a quantity in terms of its context. ★
  - a. Interpret parts of an expression, such as terms, factors, and coefficients. ★
  - b. Interpret complicated expressions by viewing one or more of their parts as a single entity. *For example, interpret  $P(1 + r)n$  as the product of  $P$  and a factor not depending on  $P$ .* ★
2. Use the structure of an expression to identify ways to rewrite it. *For example, see  $x^4 - y^4$  as  $(x^2)^2 - (y^2)^2$ , thus recognizing it as a difference of squares that can be factored as  $(x^2 - y^2)(x^2 + y^2)$ .*

Note: ★ Indicates a modeling standard linking mathematics to everyday life, work, and decision-making. (+) Indicates additional mathematics to prepare students for advanced courses.

**Write expressions in equivalent forms to solve problems.** [Quadratic and exponential]

3. Choose and produce an equivalent form of an expression to reveal and explain properties of the quantity represented by the expression.
  - a. Factor a quadratic expression to reveal the zeros of the function it defines.
  - b. Complete the square in a quadratic expression to reveal the maximum or minimum value of the function it defines.
  - c. Use the properties of exponents to transform expressions for exponential functions. *For example, the expression  $1.15^t$  can be rewritten as  $(1.15^{1/12})^{12t} \approx 1.012^{12t}$  to reveal the approximate equivalent monthly interest rate if the annual rate is 15%.*

**Arithmetic with Polynomials and Rational Expressions** A APR

**Perform arithmetic operations on polynomials.** [Polynomials that simplify to quadratics]

1. Understand that polynomials form a system analogous to the integers, namely, they are closed under the operations of addition, subtraction, and multiplication; add, subtract, and multiply polynomials.

**Creating Equations** A CED

**Create equations that describe numbers or relationships.**

1. Create equations and inequalities in one variable **including ones with absolute value** and use them to solve problems. *Include equations arising from linear and quadratic functions, and simple rational and exponential functions.* **CA** ★
2. Create equations in two or more variables to represent relationships between quantities; graph equations on coordinate axes with labels and scales. ★
4. Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations. ★  
[Include formulas involving quadratic terms.]

**Reasoning with Equations and Inequalities** A REI

**Solve equations and inequalities in one variable.** [Quadratics with real coefficients]

4. Solve quadratic equations in one variable.
  - a. Use the method of completing the square to transform any quadratic equation in  $x$  into an equation of the form  $(x - p)^2 = q$  that has the same solutions. Derive the quadratic formula from this form.
  - b. Solve quadratic equations by inspection (e.g., for  $x^2 = 49$ ), taking square roots, completing the square, the quadratic formula, and factoring, as appropriate to the initial form of the equation. Recognize when the quadratic formula gives complex solutions and write them as  $a \pm bi$  for real numbers  $a$  and  $b$ .

**Solve systems of equations.** [Linear-quadratic systems]

7. Solve a simple system consisting of a linear equation and a quadratic equation in two variables algebraically and graphically. *For example, find the points of intersection between the line  $y = -3x$  and the circle  $x^2 + y^2 = 3$ .*



## Functions

### Interpreting Functions

F IF

#### Interpret functions that arise in applications in terms of the context. [Quadratic]

4. For a function that models a relationship between two quantities, interpret key features of graphs and tables in terms of the quantities, and sketch graphs showing key features given a verbal description of the relationship. *Key features include: intercepts; intervals where the function is increasing, decreasing, positive, or negative; relative maximums and minimums; symmetries; end behavior; and periodicity.* ★
5. Relate the domain of a function to its graph and, where applicable, to the quantitative relationship it describes. ★
6. Calculate and interpret the average rate of change of a function (presented symbolically or as a table) over a specified interval. Estimate the rate of change from a graph. ★

#### Analyze functions using different representations. [Linear, exponential, quadratic, absolute value, step, piecewise-defined]

7. Graph functions expressed symbolically and show key features of the graph, by hand in simple cases and using technology for more complicated cases. ★
  - a. Graph linear and quadratic functions and show intercepts, maxima, and minima. ★
  - b. Graph square root, cube root, and piecewise-defined functions, including step functions and absolute value functions. ★
8. Write a function defined by an expression in different but equivalent forms to reveal and explain different properties of the function.
  - a. Use the process of factoring and completing the square in a quadratic function to show zeros, extreme values, and symmetry of the graph, and interpret these in terms of a context.
  - b. Use the properties of exponents to interpret expressions for exponential functions. *For example, identify percent rate of change in functions such as  $y = (1.02)^t$ ,  $y = (0.97)^t$ ,  $y = (1.01)^{12t}$ , and  $y = (1.2)^{t/10}$ , and classify them as representing exponential growth or decay.*
9. Compare properties of two functions each represented in a different way (algebraically, graphically, numerically in tables, or by verbal descriptions). *For example, given a graph of one quadratic function and an algebraic expression for another, say which has the larger maximum.*

### Building Functions

F BF

#### Build a function that models a relationship between two quantities. [Quadratic and exponential]

1. Write a function that describes a relationship between two quantities. ★
  - a. Determine an explicit expression, a recursive process, or steps for calculation from a context. ★
  - b. Combine standard function types using arithmetic operations. ★

#### Build new functions from existing functions. [Quadratic, absolute value]

3. Identify the effect on the graph of replacing  $f(x)$  by  $f(x) + k$ ,  $kf(x)$ ,  $f(kx)$ , and  $f(x + k)$  for specific values of  $k$  (both positive and negative); find the value of  $k$  given the graphs. Experiment with cases and illustrate an explanation of the effects on the graph using technology. *Include recognizing even and odd functions from their graphs and algebraic expressions for them.*

4. Find inverse functions.
- a. Solve an equation of the form  $f(x) = c$  for a simple function  $f$  that has an inverse and write an expression for the inverse. For example,  $f(x) = 2x^3$ .

**Linear, Quadratic, and Exponential Models****F LE****Construct and compare linear, quadratic, and exponential models and solve problems.** [Include quadratic.]

3. Observe using graphs and tables that a quantity increasing exponentially eventually exceeds a quantity increasing linearly, quadratically, or (more generally) as a polynomial function. ★

**Interpret expressions for functions in terms of the situation they model.**

6. Apply quadratic functions to physical problems, such as the motion of an object under the force of gravity. CA ★

**Trigonometric Functions****F TF****Prove and apply trigonometric identities.**

8. Prove the Pythagorean identity  $\sin^2(\theta) + \cos^2(\theta) = 1$  and use it to find  $\sin(\theta)$ ,  $\cos(\theta)$ , or  $\tan(\theta)$  given  $\sin(\theta)$ ,  $\cos(\theta)$ , or  $\tan(\theta)$  and the quadrant.

**Geometry****Prove geometric theorems.** [Focus on validity of underlying reasoning while using variety of ways of writing proofs.]

9. Prove theorems about lines and angles. *Theorems include: vertical angles are congruent; when a transversal crosses parallel lines, alternate interior angles are congruent and corresponding angles are congruent; points on a perpendicular bisector of a line segment are exactly those equidistant from the segment's endpoints.*
10. Prove theorems about triangles. *Theorems include: measures of interior angles of a triangle sum to  $180^\circ$ ; base angles of isosceles triangles are congruent; the segment joining midpoints of two sides of a triangle is parallel to the third side and half the length; the medians of a triangle meet at a point.*
11. Prove theorems about parallelograms. *Theorems include: opposite sides are congruent, opposite angles are congruent, the diagonals of a parallelogram bisect each other, and conversely, rectangles are parallelograms with congruent diagonals.*

**Similarity, Right Triangles, and Trigonometry****G SRT****Understand similarity in terms of similarity transformations.**

1. Verify experimentally the properties of dilations given by a center and a scale factor:
- a. A dilation takes a line not passing through the center of the dilation to a parallel line, and leaves a line passing through the center unchanged.
- b. The dilation of a line segment is longer or shorter in the ratio given by the scale factor.

- Given two figures, use the definition of similarity in terms of similarity transformations to decide if they are similar; explain using similarity transformations the meaning of similarity for triangles as the equality of all corresponding pairs of angles and the proportionality of all corresponding pairs of sides.
- Use the properties of similarity transformations to establish the Angle-Angle (AA) criterion for two triangles to be similar.

**Prove theorems involving similarity.** [Focus on validity of underlying reasoning while using variety of formats.]

- Prove theorems about triangles. Theorems include: a line parallel to one side of a triangle divides the other two proportionally, and conversely; the Pythagorean Theorem proved using triangle similarity.
- Use congruence and similarity criteria for triangles to solve problems and to prove relationships in geometric figures.

**Define trigonometric ratios and solve problems involving right triangles.**

- Understand that by similarity, side ratios in right triangles are properties of the angles in the triangle, leading to definitions of trigonometric ratios for acute angles.
- Explain and use the relationship between the sine and cosine of complementary angles.
- Use trigonometric ratios and the Pythagorean Theorem to solve right triangles in applied problems. ★

**8.1 Derive and use the trigonometric ratios for special right triangles ( $30^\circ$ ,  $60^\circ$ ,  $90^\circ$  and  $45^\circ$ ,  $45^\circ$ ,  $90^\circ$ ). CA**

## Circles

**G C**

**Understand and apply theorems about circles.**

- Prove that all circles are similar.
- Identify and describe relationships among inscribed angles, radii, and chords. *Include the relationship between central, inscribed, and circumscribed angles; inscribed angles on a diameter are right angles; the radius of a circle is perpendicular to the tangent where the radius intersects the circle.*
- Construct the inscribed and circumscribed circles of a triangle, and prove properties of angles for a quadrilateral inscribed in a circle.
- (+) Construct a tangent line from a point outside a given circle to the circle.

**Find arc lengths and areas of sectors of circles.** [Radian introduced only as unit of measure]

- Derive using similarity the fact that the length of the arc intercepted by an angle is proportional to the radius, and define the radian measure of the angle as the constant of proportionality; derive the formula for the area of a sector. **Convert between degrees and radians.** CA

## Expressing Geometric Properties with Equations

**G GPE**

**Translate between the geometric description and the equation for a conic section.**

- Derive the equation of a circle of given center and radius using the Pythagorean Theorem; complete the square to find the center and radius of a circle given by an equation.
- Derive the equation of a parabola given a focus and directrix.

**Use coordinates to prove simple geometric theorems algebraically.**

- Use coordinates to prove simple geometric theorems algebraically. *For example, prove or disprove that a figure defined by four given points in the coordinate plane is a rectangle; prove or disprove that the point  $(1, \sqrt{3})$  lies on the circle centered at the origin and containing the point  $(0, 2)$ .* [Include simple circle theorems.]
- Find the point on a directed line segment between two given points that partitions the segment in a given ratio.

**Geometric Measurement and Dimension****G GMD****Explain volume formulas and use them to solve problems.**

- Give an informal argument for the formulas for the circumference of a circle, area of a circle, volume of a cylinder, pyramid, and cone. *Use dissection arguments, Cavalieri's principle, and informal limit arguments.*
- Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems. ★
- Know that the effect of a scale factor  $k$  greater than zero on length, area, and volume is to multiply each by  $k$ ,  $k^2$ , and  $k^3$ , respectively; determine length, area and volume measures using scale factors. CA ★
- Verify experimentally that in a triangle, angles opposite longer sides are larger, sides opposite larger angles are longer, and the sum of any two side lengths is greater than the remaining side length; apply these relationships to solve real-world and mathematical problems. CA

**Statistics and Probability****Conditional Probability and the Rules of Probability****S CP**

**Understand independence and conditional probability and use them to interpret data.** [Link to data from simulations or experiments.]

- Describe events as subsets of a sample space (the set of outcomes) using characteristics (or categories) of the outcomes, or as unions, intersections, or complements of other events (“or,” “and,” “not”). ★
- Understand that two events  $A$  and  $B$  are independent if the probability of  $A$  and  $B$  occurring together is the product of their probabilities, and use this characterization to determine if they are independent. ★
- Understand the conditional probability of  $A$  given  $B$  as  $P(A \text{ and } B)/P(B)$ , and interpret independence of  $A$  and  $B$  as saying that the conditional probability of  $A$  given  $B$  is the same as the probability of  $A$ , and the conditional probability of  $B$  given  $A$  is the same as the probability of  $B$ . ★
- Construct and interpret two-way frequency tables of data when two categories are associated with each object being classified. Use the two-way table as a sample space to decide if events are independent and to approximate conditional probabilities. *For example, collect data from a random sample of students in your school on their favorite subject among math, science, and English. Estimate the probability that a randomly selected student from your school will favor science given that the student is in tenth grade. Do the same for other subjects and compare the results.* ★
- Recognize and explain the concepts of conditional probability and independence in everyday language and everyday situations. ★

**Use the rules of probability to compute probabilities of compound events in a uniform probability model.**

6. Find the conditional probability of  $A$  given  $B$  as the fraction of  $B$ 's outcomes that also belong to  $A$ , and interpret the answer in terms of the model. ★
7. Apply the Addition Rule,  $P(A \text{ or } B) = P(A) + P(B) - P(A \text{ and } B)$ , and interpret the answer in terms of the model. ★
8. (+) Apply the general Multiplication Rule in a uniform probability model,  $P(A \text{ and } B) = P(A)P(B|A) = P(B)P(A|B)$ , and interpret the answer in terms of the model. ★
9. (+) Use permutations and combinations to compute probabilities of compound events and solve problems. ★

**Using Probability to Make Decisions****S MD****Use probability to evaluate outcomes of decisions.** [Introductory; apply counting rules.]

6. (+) Use probabilities to make fair decisions (e.g., drawing by lots, using a random number generator). ★
7. (+) Analyze decisions and strategies using probability concepts (e.g., product testing, medical testing, pulling a hockey goalie at the end of a game). ★



# Mathematics III

It is in the Mathematics III course that students integrate and apply the mathematics they have learned from their earlier courses. This course includes standards from the conceptual categories of Number and Quantity, Algebra, Functions, Geometry, and Statistics and Probability. Some standards are repeated in multiple higher mathematics courses; therefore instructional notes, which appear in brackets, indicate what is appropriate for study in this particular course. Standards that were limited in Mathematics I and Mathematics II no longer have those restrictions in Mathematics III.

For the Mathematics III course, instructional time should focus on four critical areas: (1) apply methods from probability and statistics to draw inferences and conclusions from data; (2) expand understanding of functions to include polynomial, rational, and radical functions; (3) expand right triangle trigonometry to include general triangles; and (4) consolidate functions and geometry to create models and solve contextual problems.

- (1) Students see how the visual displays and summary statistics they learned in earlier grades relate to different types of data and to probability distributions. They identify different ways of collecting data—including sample surveys, experiments, and simulations—and the roles that randomness and careful design play in the conclusions that can be drawn.
- (2) The structural similarities between the system of polynomials and the system of integers are developed. Students draw on analogies between polynomial arithmetic and base-ten computation, focusing on properties of operations, particularly the distributive property. Students connect multiplication of polynomials with multiplication of multi-digit integers, and division of polynomials with long division of integers. Students identify zeros of polynomials and make connections between zeros of polynomials and solutions of polynomial equations. Rational numbers extend the arithmetic of integers by allowing division by all numbers except zero. Similarly, rational expressions extend the arithmetic of polynomials by allowing division by all polynomials except the zero polynomial. A central theme of the Mathematics III course is that the arithmetic of rational expressions is governed by the same rules as the arithmetic of rational numbers. This critical area also includes exploration of the Fundamental Theorem of Algebra.
- (3) Students derive the Laws of Sines and Cosines in order to find missing measures of general (not necessarily right) triangles. They are able to distinguish whether three given measures (angles or sides) define 0, 1, 2, or infinitely many triangles. This discussion of general triangles opens up the idea of trigonometry applied beyond the right triangle, at least to obtuse angles. Students build on this idea to develop the notion of radian measure for angles and extend the domain of the trigonometric functions to all real numbers. They apply this knowledge to model simple periodic phenomena.
- (4) Students synthesize and generalize what they have learned about a variety of function families. They extend their work with exponential functions to include solving exponential equations with logarithms. They explore the effects of transformations on graphs of diverse functions, including functions arising in an application, in order to abstract the general principle that transformations on a graph always have the same effect regardless of the type of the underlying function. They identify appropriate types of functions to model a situation, they adjust parameters to improve the model, and they compare models by analyzing appropriateness of fit and making judgments about the domain over which a model is a good fit. The description of modeling as “the process of choosing and using mathematics and statistics to analyze empirical situations, to understand them better, and to make decisions” is at the heart of this Mathematics III course. The narrative discussion and diagram of the modeling cycle should be considered when knowledge of functions, statistics, and geometry is applied in a modeling context.

The Standards for Mathematical Practice complement the content standards so that students increasingly engage with the subject matter as they grow in mathematical maturity and expertise throughout the elementary, middle, and high school years.

*Note:* The source of this introduction is the *Massachusetts Curriculum Framework for Mathematics* (Malden: Massachusetts Department of Elementary and Secondary Education, 2011), 147–8.

# Mathematics III Overview

## Number and Quantity

### The Complex Number System

- Use complex numbers in polynomial identities and equations.

## Algebra

### Seeing Structure in Expressions

- Interpret the structure of expressions.
- Write expressions in equivalent forms to solve problems.

### Arithmetic with Polynomials and Rational Expressions

- Perform arithmetic operations on polynomials.
- Understand the relationship between zeros and factors of polynomials.
- Use polynomial identities to solve problems.
- Rewrite rational expressions.

### Creating Equations

- Create equations that describe numbers or relationships.

### Reasoning with Equations and Inequalities

- Understand solving equations as a process of reasoning and explain the reasoning.
- Represent and solve equations and inequalities graphically.

## Functions

### Interpreting Functions

- Interpret functions that arise in applications in terms of the context.
- Analyze functions using different representations.

### Building Functions

- Build a function that models a relationship between two quantities.
- Build new functions from existing functions.

### Linear, Quadratic, and Exponential Models

- Construct and compare linear, quadratic, and exponential models and solve problems.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

### **Trigonometric Functions**

- Extend the domain of trigonometric functions using the unit circle.
- Model periodic phenomena with trigonometric functions.

## **Geometry**

### **Similarity, Right Triangles, and Trigonometry**

- Apply trigonometry to general triangles.

### **Expressing Geometric Properties with Equations**

- Translate between the geometric description and the equation for a conic section.

### **Geometric Measurement and Dimension**

- Visualize relationships between two-dimensional and three-dimensional objects.

### **Modeling with Geometry**

- Apply geometric concepts in modeling situations.

## **Statistics and Probability**

### **Interpreting Categorical and Quantitative Data**

- Summarize, represent, and interpret data on a single count or measurement variable.

### **Making Inferences and Justifying Conclusions**

- Understand and evaluate random processes underlying statistical experiments.
- Make inferences and justify conclusions from sample surveys, experiments, and observational studies.

### **Using Probability to Make Decisions**

- Use probability to evaluate outcomes of decisions.



## Number and Quantity

### The Complex Number System

N CN

**Use complex numbers in polynomial identities and equations.** [Polynomials with real coefficients; apply N.CN.9 to higher degree polynomials.]

- (+) Extend polynomial identities to the complex numbers.
- (+) Know the Fundamental Theorem of Algebra; show that it is true for quadratic polynomials.

## Algebra

### Seeing Structure in Expressions

A SSE

**Interpret the structure of expressions.** [Polynomial and rational]

- Interpret expressions that represent a quantity in terms of its context. ★
  - Interpret parts of an expression, such as terms, factors, and coefficients. ★
  - Interpret complicated expressions by viewing one or more of their parts as a single entity.
- Use the structure of an expression to identify ways to rewrite it.

**Write expressions in equivalent forms to solve problems.**

- Derive the formula for the sum of a finite geometric series (when the common ratio is not 1), and use the formula to solve problems. *For example, calculate mortgage payments.* ★

### Arithmetic with Polynomials and Rational Expressions

A APR

**Perform arithmetic operations on polynomials.** [Beyond quadratic]

- Understand that polynomials form a system analogous to the integers, namely, they are closed under the operations of addition, subtraction, and multiplication; add, subtract, and multiply polynomials.

**Understand the relationship between zeros and factors of polynomials.**

- Know and apply the Remainder Theorem: For a polynomial  $p(x)$  and a number  $a$ , the remainder on division by  $x - a$  is  $p(a)$ , so  $p(a) = 0$  if and only if  $(x - a)$  is a factor of  $p(x)$ .
- Identify zeros of polynomials when suitable factorizations are available, and use the zeros to construct a rough graph of the function defined by the polynomial.

**Use polynomial identities to solve problems.**

- Prove polynomial identities and use them to describe numerical relationships. For example, the polynomial identity  $(x^2 + y^2)^2 = (x^2 - y^2)^2 + (2xy)^2$  can be used to generate Pythagorean triples.
- (+) Know and apply the Binomial Theorem for the expansion of  $(x + y)^n$  in powers of  $x$  and  $y$  for a positive integer  $n$ , where  $x$  and  $y$  are any numbers, with coefficients determined for example by Pascal's Triangle.<sup>5</sup> ★

Note: ★ Indicates a modeling standard linking mathematics to everyday life, work, and decision-making.(+) Indicates additional mathematics to prepare students for advanced courses.

5. The Binomial Theorem may be proven by mathematical induction or by a combinatorial argument.

**Rewrite rational expressions.** [Linear and quadratic denominators]

- Rewrite simple rational expressions in different forms; write  $a(x)/b(x)$  in the form  $q(x) + r(x)/b(x)$ , where  $a(x)$ ,  $b(x)$ ,  $q(x)$ , and  $r(x)$  are polynomials with the degree of  $r(x)$  less than the degree of  $b(x)$ , using inspection, long division, or, for the more complicated examples, a computer algebra system.
- (+) Understand that rational expressions form a system analogous to the rational numbers, closed under addition, subtraction, multiplication, and division by a nonzero rational expression; add, subtract, multiply, and divide rational expressions.

**Creating Equations****A CED****Create equations that describe numbers or relationships.** [Equations using all available types of expressions, including simple root functions]

- Create equations and inequalities in one variable **including ones with absolute value** and use them to solve problems. *Include equations arising from linear and quadratic functions, and simple rational and exponential functions.* **CA** ★
- Create equations in two or more variables to represent relationships between quantities; graph equations on coordinate axes with labels and scales. ★
- Represent constraints by equations or inequalities, and by systems of equations and/or inequalities, and interpret solutions as viable or non-viable options in a modeling context. *For example, represent inequalities describing nutritional and cost constraints on combinations of different foods.* ★
- Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations.

**Reasoning with Equations and Inequalities****A REI****Understand solving equations as a process of reasoning and explain the reasoning.** [Simple radical and rational]

- Solve simple rational and radical equations in one variable, and give examples showing how extraneous solutions may arise.

**Represent and solve equations and inequalities graphically.** [Combine polynomial, rational, radical, absolute value, and exponential functions.]

- Explain why the  $x$ -coordinates of the points where the graphs of the equations  $y = f(x)$  and  $y = g(x)$  intersect are the solutions of the equation  $f(x) = g(x)$ ; find the solutions approximately, e.g., using technology to graph the functions, make tables of values, or find successive approximations. Include cases where  $f(x)$  and/or  $g(x)$  are linear, polynomial, rational, absolute value, exponential, and logarithmic functions. ★

**Functions****Interpreting Functions****F IF****Interpret functions that arise in applications in terms of the context.** [Include rational, square root and cube root; emphasize selection of appropriate models.]

- For a function that models a relationship between two quantities, interpret key features of graphs and tables in terms of the quantities, and sketch graphs showing key features given a verbal description of the relationship. *Key features include: intercepts; intervals where the function is increasing, decreasing, positive, or negative; relative maximums and minimums; symmetries; end behavior; and periodicity.* ★

5. Relate the domain of a function to its graph and, where applicable, to the quantitative relationship it describes. ★
6. Calculate and interpret the average rate of change of a function (presented symbolically or as a table) over a specified interval. Estimate the rate of change from a graph. ★

**Analyze functions using different representations.** [Include rational and radical; focus on using key features to guide selection of appropriate type of model function.]

7. Graph functions expressed symbolically and show key features of the graph, by hand in simple cases and using technology for more complicated cases. ★
  - b. Graph square root, cube root, and piecewise-defined functions, including step functions and absolute value functions. ★
  - c. Graph polynomial functions, identifying zeros when suitable factorizations are available, and showing end behavior. ★
  - e. Graph exponential and logarithmic functions, showing intercepts and end behavior, and trigonometric functions, showing period, midline, and amplitude. ★
8. Write a function defined by an expression in different but equivalent forms to reveal and explain different properties of the function.
9. Compare properties of two functions each represented in a different way (algebraically, graphically, numerically in tables, or by verbal descriptions).

**Building Functions****F BF**

**Build a function that models a relationship between two quantities.** [Include all types of functions studied.]

1. Write a function that describes a relationship between two quantities. ★
  - b. Combine standard function types using arithmetic operations. *For example, build a function that models the temperature of a cooling body by adding a constant function to a decaying exponential, and relate these functions to the model.* ★

**Build new functions from existing functions.** [Include simple, radical, rational, and exponential functions; emphasize common effect of each transformation across function types.]

3. Identify the effect on the graph of replacing  $f(x)$  by  $f(x) + k$ ,  $kf(x)$ ,  $f(kx)$ , and  $f(x + k)$  for specific values of  $k$  (both positive and negative); find the value of  $k$  given the graphs. Experiment with cases and illustrate an explanation of the effects on the graph using technology. *Include recognizing even and odd functions from their graphs and algebraic expressions for them.*
4. Find inverse functions.
  - a. Solve an equation of the form  $f(x) = c$  for a simple function  $f$  that has an inverse and write an expression for the inverse. *For example,  $f(x) = (x + 1)/(x - 1)$  for  $x \neq 1$ .*

**Linear, Quadratic, and Exponential Models****F LE**

**Construct and compare linear, quadratic, and exponential models and solve problems.**

4. For exponential models, express as a logarithm the solution to  $ab^{ct} = d$  where  $a$ ,  $c$ , and  $d$  are numbers and the base  $b$  is 2, 10, or  $e$ ; evaluate the logarithm using technology. [Logarithms as solutions for exponentials]
  - 4.1. Prove simple laws of logarithms. CA ★
  - 4.2 Use the definition of logarithms to translate between logarithms in any base. CA ★

4.3 Understand and use the properties of logarithms to simplify logarithmic numeric expressions and to identify their approximate values. CA ★

**Trigonometric Functions** F TF

**Extend the domain of trigonometric functions using the unit circle.**

1. Understand radian measure of an angle as the length of the arc on the unit circle subtended by the angle.
2. Explain how the unit circle in the coordinate plane enables the extension of trigonometric functions to all real numbers, interpreted as radian measures of angles traversed counterclockwise around the unit circle.

2.1 Graph all 6 basic trigonometric functions. CA

**Model periodic phenomena with trigonometric functions.**

5. Choose trigonometric functions to model periodic phenomena with specified amplitude, frequency, and midline. ★

**Geometry**

**Similarity, Right Triangles, and Trigonometry** G SRT

**Apply trigonometry to general triangles.**

9. (+) Derive the formula  $A = 1/2 ab \sin(C)$  for the area of a triangle by drawing an auxiliary line from a vertex perpendicular to the opposite side.
10. (+) Prove the Laws of Sines and Cosines and use them to solve problems.
11. (+) Understand and apply the Law of Sines and the Law of Cosines to find unknown measurements in right and non-right triangles (e.g., surveying problems, resultant forces).

**Expressing Geometric Properties with Equations** G GPE

**Translate between the geometric description and the equation for a conic section.**

- 3.1 Given a quadratic equation of the form  $ax^2 + by^2 + cx + dy + e = 0$ , use the method for completing the square to put the equation into standard form; identify whether the graph of the equation is a circle, ellipse, parabola, or hyperbola and graph the equation. [In Mathematics III, this standard addresses only circles and parabolas.] CA

**Geometric Measurement and Dimension** G GMD

**Visualize relationships between two-dimensional and three-dimensional objects.**

4. Identify the shapes of two-dimensional cross-sections of three-dimensional objects, and identify three-dimensional objects generated by rotations of two-dimensional objects.

**Modeling with Geometry** G MG

**Apply geometric concepts in modeling situations.**

1. Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder). ★

2. Apply concepts of density based on area and volume in modeling situations (e.g., persons per square mile, BTUs per cubic foot). ★
3. Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios). ★

## Statistics and Probability

### Interpreting Categorical and Quantitative Data

**S ID**

#### Summarize, represent, and interpret data on a single count or measurement variable.

4. Use the mean and standard deviation of a data set to fit it to a normal distribution and to estimate population percentages. Recognize that there are data sets for which such a procedure is not appropriate. Use calculators, spreadsheets, and tables to estimate areas under the normal curve.

### Making Inferences and Justifying Conclusions

**S IC**

#### Understand and evaluate random processes underlying statistical experiments.

1. Understand statistics as a process for making inferences to be made about population parameters based on a random sample from that population. ★
2. Decide if a specified model is consistent with results from a given data-generating process, e.g., using simulation. *For example, a model says a spinning coin falls heads up with probability 0.5. Would a result of 5 tails in a row cause you to question the model?* ★

#### Make inferences and justify conclusions from sample surveys, experiments, and observational studies.

3. Recognize the purposes of and differences among sample surveys, experiments, and observational studies; explain how randomization relates to each. ★
4. Use data from a sample survey to estimate a population mean or proportion; develop a margin of error through the use of simulation models for random sampling. ★
5. Use data from a randomized experiment to compare two treatments; use simulations to decide if differences between parameters are significant. ★
6. Evaluate reports based on data. ★

### Using Probability to Make Decisions

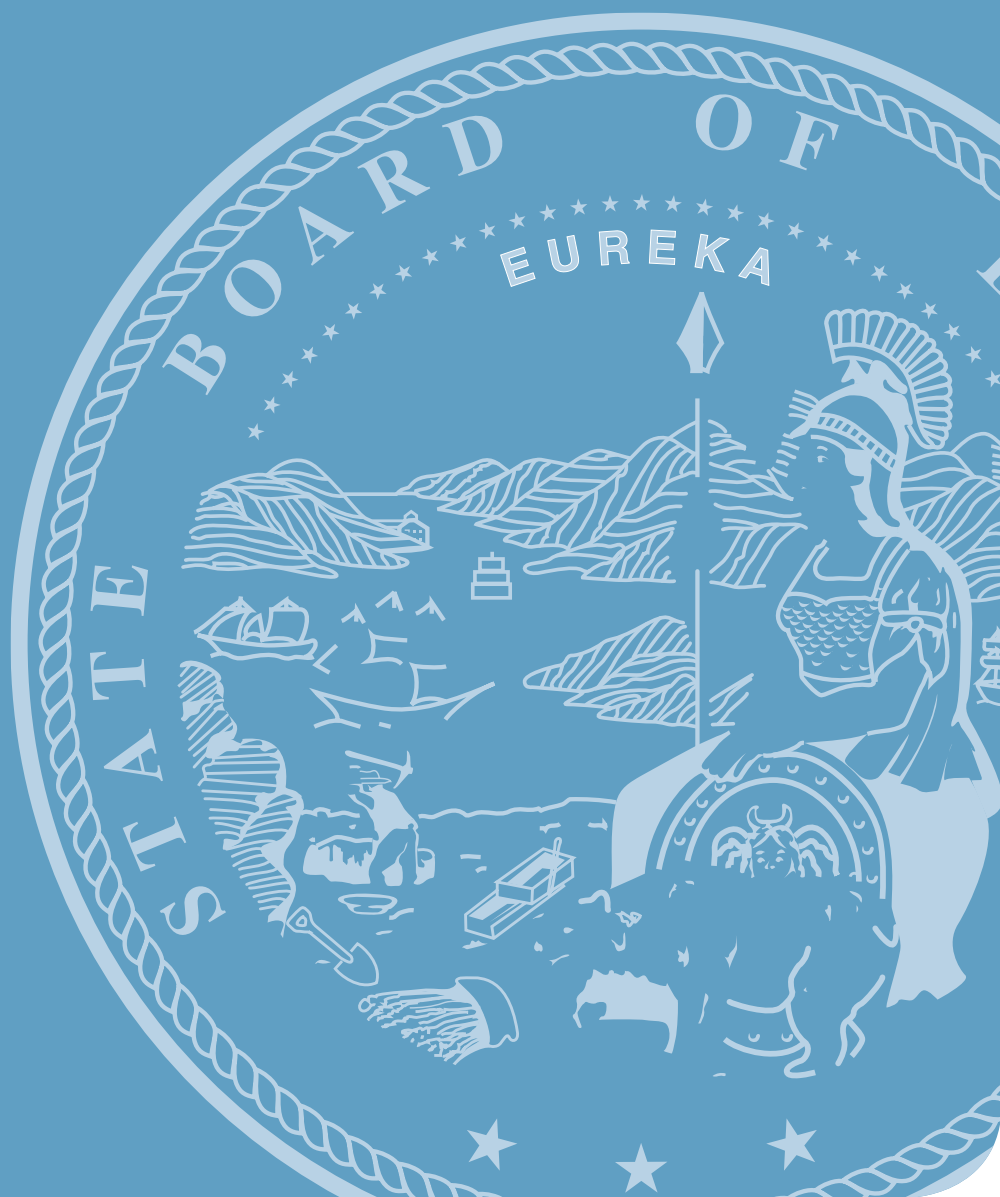
**S MD**

#### Use probability to evaluate outcomes of decisions. [Include more complex situations.]

6. (+) Use probabilities to make fair decisions (e.g., drawing by lots, using a random number generator). ★
7. (+) Analyze decisions and strategies using probability concepts (e.g., product testing, medical testing, pulling a hockey goalie at the end of a game). ★

# Higher Mathematics Standards

by Conceptual Category



# Number and Quantity



## Overview

### The Real Number System

- Extend the properties of exponents to rational exponents.
- Use properties of rational and irrational numbers.

### Quantities

- Reason quantitatively and use units to solve problems.

### The Complex Number System

- Perform arithmetic operations with complex numbers.
- Represent complex numbers and their operations on the complex plane.
- Use complex numbers in polynomial identities and equations.

### Vector and Matrix Quantities

- Represent and model with vector quantities.
- Perform operations on vectors.
- Perform operations on matrices and use matrices in applications.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

## The Real Number System

N RN

**Extend the properties of exponents to rational exponents.**

1. Explain how the definition of the meaning of rational exponents follows from extending the properties of integer exponents to those values, allowing for a notation for radicals in terms of rational exponents. *For example, we define  $5^{1/3}$  to be the cube root of 5 because we want  $(5^{1/3})^3 = 5^{(1/3)3}$  to hold, so  $(5^{1/3})^3$  must equal 5.*
2. Rewrite expressions involving radicals and rational exponents using the properties of exponents.

**Use properties of rational and irrational numbers.**

3. Explain why the sum or product of two rational numbers is rational; that the sum of a rational number and an irrational number is irrational; and that the product of a nonzero rational number and an irrational number is irrational.

## Quantities

N Q

**Reason quantitatively and use units to solve problems.**

1. Use units as a way to understand problems and to guide the solution of multi-step problems; choose and interpret units consistently in formulas; choose and interpret the scale and the origin in graphs and data displays. ★
2. Define appropriate quantities for the purpose of descriptive modeling. ★
3. Choose a level of accuracy appropriate to limitations on measurement when reporting quantities. ★

## The Complex Number System

N CN

**Perform arithmetic operations with complex numbers.**

1. Know there is a complex number  $i$  such that  $i^2 = -1$ , and every complex number has the form  $a + bi$  with  $a$  and  $b$  real.
2. Use the relation  $i^2 = -1$  and the commutative, associative, and distributive properties to add, subtract, and multiply complex numbers.
3. (+) Find the conjugate of a complex number; use conjugates to find moduli and quotients of complex numbers.

**Represent complex numbers and their operations on the complex plane.**

4. (+) Represent complex numbers on the complex plane in rectangular and polar form (including real and imaginary numbers), and explain why the rectangular and polar forms of a given complex number represent the same number.
5. (+) Represent addition, subtraction, multiplication, and conjugation of complex numbers geometrically on the complex plane; use properties of this representation for computation. *For example,  $(-1 + \sqrt{3}i)^3 = 8$  because  $(-1 + \sqrt{3}i)$  has modulus 2 and argument  $120^\circ$ .*
6. (+) Calculate the distance between numbers in the complex plane as the modulus of the difference, and the midpoint of a segment as the average of the numbers at its endpoints.

**Use complex numbers in polynomial identities and equations.**

7. Solve quadratic equations with real coefficients that have complex solutions.
8. (+) Extend polynomial identities to the complex numbers. *For example, rewrite  $x^2 + 4$  as  $(x + 2i)(x - 2i)$ .*
9. (+) Know the Fundamental Theorem of Algebra; show that it is true for quadratic polynomials.



**Represent and model with vector quantities.**

1. (+) Recognize vector quantities as having both magnitude and direction. Represent vector quantities by directed line segments, and use appropriate symbols for vectors and their magnitudes (e.g.,  $\mathbf{v}$ ,  $|\mathbf{v}|$ ,  $||\mathbf{v}||$ ,  $v$ ).
2. (+) Find the components of a vector by subtracting the coordinates of an initial point from the coordinates of a terminal point.
3. (+) Solve problems involving velocity and other quantities that can be represented by vectors.

**Perform operations on vectors.**

4. (+) Add and subtract vectors.
  - a. Add vectors end-to-end, component-wise, and by the parallelogram rule. Understand that the magnitude of a sum of two vectors is typically not the sum of the magnitudes.
  - b. Given two vectors in magnitude and direction form, determine the magnitude and direction of their sum.
  - c. Understand vector subtraction  $\mathbf{v} - \mathbf{w}$  as  $\mathbf{v} + (-\mathbf{w})$ , where  $-\mathbf{w}$  is the additive inverse of  $\mathbf{w}$ , with the same magnitude as  $\mathbf{w}$  and pointing in the opposite direction. Represent vector subtraction graphically by connecting the tips in the appropriate order, and perform vector subtraction component-wise.
5. (+) Multiply a vector by a scalar.
  - a. Represent scalar multiplication graphically by scaling vectors and possibly reversing their direction; perform scalar multiplication component-wise, e.g., as  $c(v_x, v_y) = (cv_x, cv_y)$ .
  - b. Compute the magnitude of a scalar multiple  $c\mathbf{v}$  using  $||c\mathbf{v}|| = |c|\mathbf{v}$ . Compute the direction of  $c\mathbf{v}$  knowing that when  $|c|\mathbf{v} \neq 0$ , the direction of  $c\mathbf{v}$  is either along  $\mathbf{v}$  (for  $c > 0$ ) or against  $\mathbf{v}$  (for  $c < 0$ ).

**Perform operations on matrices and use matrices in applications.**

6. (+) Use matrices to represent and manipulate data, e.g., to represent payoffs or incidence relationships in a network.
7. (+) Multiply matrices by scalars to produce new matrices, e.g., as when all of the payoffs in a game are doubled.
8. (+) Add, subtract, and multiply matrices of appropriate dimensions.
9. (+) Understand that, unlike multiplication of numbers, matrix multiplication for square matrices is not a commutative operation, but still satisfies the associative and distributive properties.
10. (+) Understand that the zero and identity matrices play a role in matrix addition and multiplication similar to the role of 0 and 1 in the real numbers. The determinant of a square matrix is nonzero if and only if the matrix has a multiplicative inverse.
11. (+) Multiply a vector (regarded as a matrix with one column) by a matrix of suitable dimensions to produce another vector. Work with matrices as transformations of vectors.
12. (+) Work with  $2 \times 2$  matrices as transformations of the plane, and interpret the absolute value of the determinant in terms of area.



## Overview

### Seeing Structure in Expressions

- Interpret the structure of expressions.
- Write expressions in equivalent forms to solve problems.

### Arithmetic with Polynomials and Rational Expressions

- Perform arithmetic operations on polynomials.
- Understand the relationship between zeros and factors of polynomials.
- Use polynomial identities to solve problems.
- Rewrite rational expressions.

### Creating Equations

- Create equations that describe numbers or relationships.

### Reasoning with Equations and Inequalities

- Understand solving equations as a process of reasoning and explain the reasoning.
- Solve equations and inequalities in one variable.
- Solve systems of equations.
- Represent and solve equations and inequalities graphically.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

## Seeing Structure in Expressions

A SSE

### Interpret the structure of expressions.

1. Interpret expressions that represent a quantity in terms of its context. ★
  - a. Interpret parts of an expression, such as terms, factors, and coefficients.
  - b. Interpret complicated expressions by viewing one or more of their parts as a single entity. *For example, interpret  $P(1+r)^n$  as the product of  $P$  and a factor not depending on  $P$ .*
2. Use the structure of an expression to identify ways to rewrite it. *For example, see  $x^4 - y^4$  as  $(x^2)^2 - (y^2)^2$ , thus recognizing it as a difference of squares that can be factored as  $(x^2 - y^2)(x^2 + y^2)$ .*

### Write expressions in equivalent forms to solve problems.

3. Choose and produce an equivalent form of an expression to reveal and explain properties of the quantity represented by the expression. ★
  - a. Factor a quadratic expression to reveal the zeros of the function it defines.
  - b. Complete the square in a quadratic expression to reveal the maximum or minimum value of the function it defines. ★
  - c. Use the properties of exponents to transform expressions for exponential functions. *For example, the expression  $1.15^t$  can be rewritten as  $(1.15^{1/12})^{12t} \approx 1.012^{12t}$  to reveal the approximate equivalent monthly interest rate if the annual rate is 15%. ★*
4. Derive the formula for the sum of a finite geometric series (when the common ratio is not 1), and use the formula to solve problems. *For example, calculate mortgage payments. ★*

## Arithmetic with Polynomials and Rational Expressions

A APR

### Perform arithmetic operations on polynomials.

1. Understand that polynomials form a system analogous to the integers, namely, they are closed under the operations of addition, subtraction, and multiplication; add, subtract, and multiply polynomials.

### Understand the relationship between zeros and factors of polynomials.

2. Know and apply the Remainder Theorem: For a polynomial  $p(x)$  and a number  $a$ , the remainder on division by  $x - a$  is  $p(a)$ , so  $p(a) = 0$  if and only if  $(x - a)$  is a factor of  $p(x)$ .
3. Identify zeros of polynomials when suitable factorizations are available, and use the zeros to construct a rough graph of the function defined by the polynomial.

### Use polynomial identities to solve problems.

4. Prove polynomial identities and use them to describe numerical relationships. *For example, the polynomial identity  $(x^2 + y^2)^2 = (x^2 - y^2)^2 + (2xy)^2$  can be used to generate Pythagorean triples.*
5. (+) Know and apply the Binomial Theorem for the expansion of  $(x + y)^n$  in powers of  $x$  and  $y$  for a positive integer  $n$ , where  $x$  and  $y$  are any numbers, with coefficients determined for example by Pascal's Triangle.<sup>1</sup>

1. The Binomial Theorem can be proved by mathematical induction or by a combinatorial argument.

**Rewrite rational expressions.**

6. Rewrite simple rational expressions in different forms; write  $a(x)/b(x)$  in the form  $q(x) + r(x)/b(x)$ , where  $a(x)$ ,  $b(x)$ ,  $q(x)$ , and  $r(x)$  are polynomials with the degree of  $r(x)$  less than the degree of  $b(x)$ , using inspection, long division, or, for the more complicated examples, a computer algebra system.
7. (+) Understand that rational expressions form a system analogous to the rational numbers, closed under addition, subtraction, multiplication, and division by a nonzero rational expression; add, subtract, multiply, and divide rational expressions.

**Creating Equations**

A CED

**Create equations that describe numbers or relationships.**

1. Create equations and inequalities in one variable **including ones with absolute value** and use them to solve problems. *Include equations arising from linear and quadratic functions, and simple rational and exponential functions.* CA ★
2. Create equations in two or more variables to represent relationships between quantities; graph equations on coordinate axes with labels and scales. ★
3. Represent constraints by equations or inequalities, and by systems of equations and/or inequalities, and interpret solutions as viable or nonviable options in a modeling context. *For example, represent inequalities describing nutritional and cost constraints on combinations of different foods.* ★
4. Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations. *For example, rearrange Ohm's law  $V = IR$  to highlight resistance  $R$ .* ★

**Reasoning with Equations and Inequalities**

A REI

**Understand solving equations as a process of reasoning and explain the reasoning.**

1. Explain each step in solving a simple equation as following from the equality of numbers asserted at the previous step, starting from the assumption that the original equation has a solution. Construct a viable argument to justify a solution method.
2. Solve simple rational and radical equations in one variable, and give examples showing how extraneous solutions may arise.

**Solve equations and inequalities in one variable.**

3. Solve linear equations and inequalities in one variable, including equations with coefficients represented by letters.
  - 3.1 **Solve one-variable equations and inequalities involving absolute value, graphing the solutions and interpreting them in context.** CA
4. Solve quadratic equations in one variable.
  - a. Use the method of completing the square to transform any quadratic equation in  $x$  into an equation of the form  $(x - p)^2 = q$  that has the same solutions. Derive the quadratic formula from this form.
  - b. Solve quadratic equations by inspection (e.g., for  $x^2 = 49$ ), taking square roots, completing the square, the quadratic formula and factoring, as appropriate to the initial form of the equation. Recognize when the quadratic formula gives complex solutions and write them as  $a \pm bi$  for real numbers  $a$  and  $b$ .

**Solve systems of equations.**

5. Prove that, given a system of two equations in two variables, replacing one equation by the sum of that equation and a multiple of the other produces a system with the same solutions.
6. Solve systems of linear equations exactly and approximately (e.g., with graphs), focusing on pairs of linear equations in two variables.
7. Solve a simple system consisting of a linear equation and a quadratic equation in two variables algebraically and graphically. *For example, find the points of intersection between the line  $y = -3x$  and the circle  $x^2 + y^2 = 3$ .*
8. (+) Represent a system of linear equations as a single matrix equation in a vector variable.
9. (+) Find the inverse of a matrix if it exists and use it to solve systems of linear equations (using technology for matrices of dimension  $3 \times 3$  or greater).

**Represent and solve equations and inequalities graphically.**

10. Understand that the graph of an equation in two variables is the set of all its solutions plotted in the coordinate plane, often forming a curve (which could be a line).
11. Explain why the  $x$ -coordinates of the points where the graphs of the equations  $y = f(x)$  and  $y = g(x)$  intersect are the solutions of the equation  $f(x) = g(x)$ ; find the solutions approximately, e.g., using technology to graph the functions, make tables of values, or find successive approximations. Include cases where  $f(x)$  and/or  $g(x)$  are linear, polynomial, rational, absolute value, exponential, and logarithmic functions. ★
12. Graph the solutions to a linear inequality in two variables as a half-plane (excluding the boundary in the case of a strict inequality), and graph the solution set to a system of linear inequalities in two variables as the intersection of the corresponding half-planes.



## Overview

### Interpreting Functions

- Understand the concept of a function and use function notation.
- Interpret functions that arise in applications in terms of the context.
- Analyze functions using different representations.

### Building Functions

- Build a function that models a relationship between two quantities.
- Build new functions from existing functions.

### Linear, Quadratic, and Exponential Models

- Construct and compare linear, quadratic, and exponential models and solve problems.
- Interpret expressions for functions in terms of the situation they model.

### Trigonometric Functions

- Extend the domain of trigonometric functions using the unit circle.
- Model periodic phenomena with trigonometric functions.
- Prove and apply trigonometric identities.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

### Understand the concept of a function and use function notation.

1. Understand that a function from one set (called the domain) to another set (called the range) assigns to each element of the domain exactly one element of the range. If  $f$  is a function and  $x$  is an element of its domain, then  $f(x)$  denotes the output of  $f$  corresponding to the input  $x$ . The graph of  $f$  is the graph of the equation  $y = f(x)$ .
2. Use function notation, evaluate functions for inputs in their domains, and interpret statements that use function notation in terms of a context.
3. Recognize that sequences are functions, sometimes defined recursively, whose domain is a subset of the integers. *For example, the Fibonacci sequence is defined recursively by  $f(0) = f(1) = 1$ ,  $f(n+1) = f(n) + f(n-1)$  for  $n \geq 1$ .*

### Interpret functions that arise in applications in terms of the context.

4. For a function that models a relationship between two quantities, interpret key features of graphs and tables in terms of the quantities, and sketch graphs showing key features given a verbal description of the relationship. *Key features include: intercepts; intervals where the function is increasing, decreasing, positive, or negative; relative maximums and minimums; symmetries; end behavior; and periodicity.* ★
5. Relate the domain of a function to its graph and, where applicable, to the quantitative relationship it describes. *For example, if the function  $h$  gives the number of person-hours it takes to assemble  $n$  engines in a factory, then the positive integers would be an appropriate domain for the function.* ★
6. Calculate and interpret the average rate of change of a function (presented symbolically or as a table) over a specified interval. Estimate the rate of change from a graph. ★

### Analyze functions using different representations.

7. Graph functions expressed symbolically and show key features of the graph, by hand in simple cases and using technology for more complicated cases. ★
  - a. Graph linear and quadratic functions and show intercepts, maxima, and minima. ★
  - b. Graph square root, cube root, and piecewise-defined functions, including step functions and absolute value functions. ★
  - c. Graph polynomial functions, identifying zeros when suitable factorizations are available, and showing end behavior. ★
  - d. (+) Graph rational functions, identifying zeros and asymptotes when suitable factorizations are available, and showing end behavior. ★
  - e. Graph exponential and logarithmic functions, showing intercepts and end behavior, and trigonometric functions, showing period, midline, and amplitude. ★
8. Write a function defined by an expression in different but equivalent forms to reveal and explain different properties of the function.
  - a. Use the process of factoring and completing the square in a quadratic function to show zeros, extreme values, and symmetry of the graph, and interpret these in terms of a context.
  - b. Use the properties of exponents to interpret expressions for exponential functions. *For example, identify percent rate of change in functions such as  $y = (1.02)^t$ ,  $y = (0.97)^t$ ,  $y = (1.01)^{2t}$ ,  $y = (1.2)^{t/10}$ , and classify them as representing exponential growth or decay.*
9. Compare properties of two functions each represented in a different way (algebraically, graphically, numerically in tables, or

by verbal descriptions). For example, given a graph of one quadratic function and an algebraic expression for another, say which has the larger maximum.

10. (+) Demonstrate an understanding of functions and equations defined parametrically and graph them. CA ★

11. (+) Graph polar coordinates and curves. Convert between polar and rectangular coordinate systems. CA

### Building Functions

F BF

#### Build a function that models a relationship between two quantities.

1. Write a function that describes a relationship between two quantities. ★
  - a. Determine an explicit expression, a recursive process, or steps for calculation from a context.
  - b. Combine standard function types using arithmetic operations. For example, build a function that models the temperature of a cooling body by adding a constant function to a decaying exponential, and relate these functions to the model.
  - c. (+) Compose functions. For example, if  $T(y)$  is the temperature in the atmosphere as a function of height, and  $h(t)$  is the height of a weather balloon as a function of time, then  $T(h(t))$  is the temperature at the location of the weather balloon as a function of time.
2. Write arithmetic and geometric sequences both recursively and with an explicit formula, use them to model situations, and translate between the two forms. ★

#### Build new functions from existing functions.

3. Identify the effect on the graph of replacing  $f(x)$  by  $f(x) + k$ ,  $k f(x)$ ,  $f(kx)$ , and  $f(x + k)$  for specific values of  $k$  (both positive and negative); find the value of  $k$  given the graphs. Experiment with cases and illustrate an explanation of the effects on the graph using technology. Include recognizing even and odd functions from their graphs and algebraic expressions for them.
4. Find inverse functions.
  - a. Solve an equation of the form  $f(x) = c$  for a simple function  $f$  that has an inverse and write an expression for the inverse. For example,  $f(x) = 2x^3$  or  $f(x) = (x+1)/(x-1)$  for  $x \neq 1$ .
  - b. (+) Verify by composition that one function is the inverse of another.
  - c. (+) Read values of an inverse function from a graph or a table, given that the function has an inverse.
  - d. (+) Produce an invertible function from a non-invertible function by restricting the domain.
5. (+) Understand the inverse relationship between exponents and logarithms and use this relationship to solve problems involving logarithms and exponents.

### Linear, Quadratic, and Exponential Models

F LE

#### Construct and compare linear, quadratic, and exponential models and solve problems.

1. Distinguish between situations that can be modeled with linear functions and with exponential functions. ★
  - a. Prove that linear functions grow by equal differences over equal intervals, and that exponential functions grow by equal factors over equal intervals. ★
  - b. Recognize situations in which one quantity changes at a constant rate per unit interval relative to another. ★
  - c. Recognize situations in which a quantity grows or decays by a constant percent rate per unit interval relative to another. ★



## F Functions

2. Construct linear and exponential functions, including arithmetic and geometric sequences, given a graph, a description of a relationship, or two input-output pairs (include reading these from a table). ★
  3. Observe using graphs and tables that a quantity increasing exponentially eventually exceeds a quantity increasing linearly, quadratically, or (more generally) as a polynomial function. ★
  4. For exponential models, express as a logarithm the solution to  $ab^{ct} = d$  where  $a$ ,  $c$ , and  $d$  are numbers and the base  $b$  is 2, 10, or  $e$ ; evaluate the logarithm using technology. ★
- 4.1 Prove simple laws of logarithms. CA ★
- 4.2 Use the definition of logarithms to translate between logarithms in any base. CA ★
- 4.3 Understand and use the properties of logarithms to simplify logarithmic numeric expressions and to identify their approximate values. CA ★

### Interpret expressions for functions in terms of the situation they model.

5. Interpret the parameters in a linear or exponential function in terms of a context. ★
6. Apply quadratic functions to physical problems, such as the motion of an object under the force of gravity. CA ★

## Trigonometric Functions

F TF

### Extend the domain of trigonometric functions using the unit circle.

1. Understand radian measure of an angle as the length of the arc on the unit circle subtended by the angle.
2. Explain how the unit circle in the coordinate plane enables the extension of trigonometric functions to all real numbers, interpreted as radian measures of angles traversed counterclockwise around the unit circle.

#### 2.1 Graph all 6 basic trigonometric functions. CA

3. (+) Use special triangles to determine geometrically the values of sine, cosine, tangent for  $\pi/3$ ,  $\pi/4$  and  $\pi/6$ , and use the unit circle to express the values of sine, cosine, and tangent for  $\pi-x$ ,  $\pi+x$ , and  $2\pi-x$  in terms of their values for  $x$ , where  $x$  is any real number.
4. (+) Use the unit circle to explain symmetry (odd and even) and periodicity of trigonometric functions.

### Model periodic phenomena with trigonometric functions.

5. Choose trigonometric functions to model periodic phenomena with specified amplitude, frequency, and midline. ★
6. (+) Understand that restricting a trigonometric function to a domain on which it is always increasing or always decreasing allows its inverse to be constructed.
7. (+) Use inverse functions to solve trigonometric equations that arise in modeling contexts; evaluate the solutions using technology, and interpret them in terms of the context. ★

### Prove and apply trigonometric identities.

8. Prove the Pythagorean identity  $\sin^2(\theta) + \cos^2(\theta) = 1$  and use it to find  $\sin(\theta)$ ,  $\cos(\theta)$ , or  $\tan(\theta)$  given  $\sin(\theta)$ ,  $\cos(\theta)$ , or  $\tan(\theta)$  and the quadrant of the angle.
9. (+) Prove the addition and subtraction formulas for sine, cosine, and tangent and use them to solve problems.
10. (+) Prove the half angle and double angle identities for sine and cosine and use them to solve problems. CA



Modeling links classroom mathematics and statistics to everyday life, work, and decision-making. Modeling is the process of choosing and using appropriate mathematics and statistics to analyze empirical situations, to understand them better, and to improve decisions. Quantities and their relationships in physical, economic, public policy, social, and everyday situations can be modeled using mathematical and statistical methods. When making mathematical models, technology is valuable for varying assumptions, exploring consequences, and comparing predictions with data.

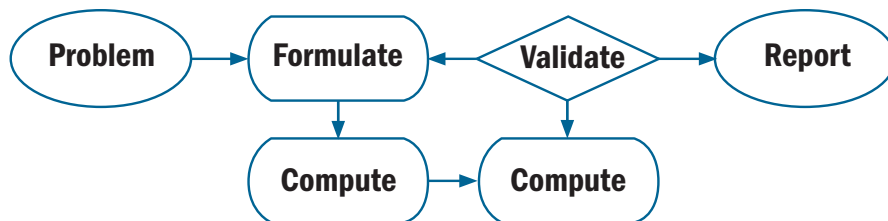
A model can be very simple, such as writing total cost as a product of unit price and number bought, or using a geometric shape to describe a physical object like a coin. Even such simple models involve making choices. It is up to us whether to model a coin as a three-dimensional cylinder, or whether a two-dimensional disk works well enough for our purposes. Other situations—modeling a delivery route, a production schedule, or a comparison of loan amortizations—need more elaborate models that use other tools from the mathematical sciences. Real-world situations are not organized and labeled for analysis; formulating tractable models, representing such models, and analyzing them is appropriately a creative process. Like every such process, this depends on acquired expertise as well as creativity.

Some examples of such situations might include:

- Estimating how much water and food is needed for emergency relief in a devastated city of 3 million people, and how it might be distributed.
- Planning a table tennis tournament for 7 players at a club with 4 tables, where each player plays against each other player.
- Designing the layout of the stalls in a school fair so as to raise as much money as possible.
- Analyzing stopping distance for a car.
- Modeling savings account balance, bacterial colony growth, or investment growth.
- Engaging in critical path analysis, e.g., applied to turnaround of an aircraft at an airport.
- Analyzing risk in situations such as extreme sports, pandemics, and terrorism.
- Relating population statistics to individual predictions.

In situations like these, the models devised depend on a number of factors: How precise an answer do we want or need? What aspects of the situation do we most need to understand, control, or optimize? What resources of time and tools do we have? The range of models that we can create and analyze is also constrained by the limitations of our mathematical, statistical, and technical skills, and our ability to recognize significant variables and relationships among them. Diagrams of various kinds, spreadsheets and other technology, and algebra are powerful tools for understanding and solving problems drawn from different types of real-world situations.

One of the insights provided by mathematical modeling is that essentially the same mathematical or statistical structure can sometimes model seemingly different situations. Models can also shed light on the mathematical structures themselves, for example, as when a model of bacterial growth makes more vivid the explosive growth of the exponential function.



The basic modeling cycle is summarized in the diagram. It involves (1) identifying variables in the situation and selecting those that represent essential features, (2) formulating a model by creating and selecting geometric, graphical, tabular, algebraic, or statistical representations that describe relationships between the variables, (3) analyzing and performing operations on these relationships to draw conclusions, (4) interpreting the results of the mathematics in terms of the original situation, (5) validating the conclusions by comparing them with the situation, and then either improving the model or, if it is acceptable, (6) reporting on the conclusions and the reasoning behind them. Choices, assumptions, and approximations are present throughout this cycle.

In descriptive modeling, a model simply describes the phenomena or summarizes them in a compact form. Graphs of observations are a familiar descriptive model— for example, graphs of global temperature and atmospheric CO<sub>2</sub> over time.

Analytic modeling seeks to explain data on the basis of deeper theoretical ideas, albeit with parameters that are empirically based; for example, exponential growth of bacterial colonies (until cut-off mechanisms such as pollution or starvation intervene) follows from a constant reproduction rate. Functions are an important tool for analyzing such problems.

Graphing utilities, spreadsheets, computer algebra systems, and dynamic geometry software are powerful tools that can be used to model purely mathematical phenomena (e.g., the behavior of polynomials) as well as physical phenomena.

**Modeling Standards** *Modeling is best interpreted not as a collection of isolated topics but rather in relation to other standards. Making mathematical models is a Standard for Mathematical Practice, and specific modeling standards appear throughout the high school standards indicated by a star symbol (★).*



## Overview

### Congruence

- Experiment with transformations in the plane.
- Understand congruence in terms of rigid motions.
- Prove geometric theorems.
- Make geometric constructions.

### Similarity, Right Triangles, and Trigonometry

- Understand similarity in terms of similarity transformations.
- Prove theorems involving similarity.
- Define trigonometric ratios and solve problems involving right triangles.
- Apply trigonometry to general triangles.

### Circles

- Understand and apply theorems about circles.
- Find arc lengths and areas of sectors of circles.

### Expressing Geometric Properties with Equations

- Translate between the geometric description and the equation for a conic section.
- Use coordinates to prove simple geometric theorems algebraically.

### Geometric Measurement and Dimension

- Explain volume formulas and use them to solve problems.
- Visualize relationships between two-dimensional and three-dimensional objects.

### Modeling with Geometry

- Apply geometric concepts in modeling situations.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

**Experiment with transformations in the plane.**

1. Know precise definitions of angle, circle, perpendicular line, parallel line, and line segment, based on the undefined notions of point, line, distance along a line, and distance around a circular arc.
2. Represent transformations in the plane using, e.g., transparencies and geometry software; describe transformations as functions that take points in the plane as inputs and give other points as outputs. Compare transformations that preserve distance and angle to those that do not (e.g., translation versus horizontal stretch).
3. Given a rectangle, parallelogram, trapezoid, or regular polygon, describe the rotations and reflections that carry it onto itself.
4. Develop definitions of rotations, reflections, and translations in terms of angles, circles, perpendicular lines, parallel lines, and line segments.
5. Given a geometric figure and a rotation, reflection, or translation, draw the transformed figure using, e.g., graph paper, tracing paper, or geometry software. Specify a sequence of transformations that will carry a given figure onto another.

**Understand congruence in terms of rigid motions.**

6. Use geometric descriptions of rigid motions to transform figures and to predict the effect of a given rigid motion on a given figure; given two figures, use the definition of congruence in terms of rigid motions to decide if they are congruent.
7. Use the definition of congruence in terms of rigid motions to show that two triangles are congruent if and only if corresponding pairs of sides and corresponding pairs of angles are congruent.
8. Explain how the criteria for triangle congruence (ASA, SAS, and SSS) follow from the definition of congruence in terms of rigid motions.

**Prove geometric theorems.**

9. Prove theorems about lines and angles. *Theorems include: vertical angles are congruent; when a transversal crosses parallel lines, alternate interior angles are congruent and corresponding angles are congruent; points on a perpendicular bisector of a line segment are exactly those equidistant from the segment's endpoints.*
10. Prove theorems about triangles. *Theorems include: measures of interior angles of a triangle sum to  $180^\circ$ ; base angles of isosceles triangles are congruent; the segment joining midpoints of two sides of a triangle is parallel to the third side and half the length; the medians of a triangle meet at a point.*
11. Prove theorems about parallelograms. *Theorems include: opposite sides are congruent, opposite angles are congruent, the diagonals of a parallelogram bisect each other, and conversely, rectangles are parallelograms with congruent diagonals.*

**Make geometric constructions.**

12. Make formal geometric constructions with a variety of tools and methods (compass and straightedge, string, reflective devices, paper folding, dynamic geometric software, etc.). *Copying a segment; copying an angle; bisecting a segment; bisecting an angle; constructing perpendicular lines, including the perpendicular bisector of a line segment; and constructing a line parallel to a given line through a point not on the line.*
13. Construct an equilateral triangle, a square, and a regular hexagon inscribed in a circle.

## Similarity, Right Triangles, and Trigonometry

G SRT

**Understand similarity in terms of similarity transformations.**

1. Verify experimentally the properties of dilations given by a center and a scale factor:
  - a. A dilation takes a line not passing through the center of the dilation to a parallel line, and leaves a line passing through the center unchanged.
  - b. The dilation of a line segment is longer or shorter in the ratio given by the scale factor.
2. Given two figures, use the definition of similarity in terms of similarity transformations to decide if they are similar; explain using similarity transformations the meaning of similarity for triangles as the equality of all corresponding pairs of angles and the proportionality of all corresponding pairs of sides.
3. Use the properties of similarity transformations to establish the AA criterion for two triangles to be similar.

**Prove theorems involving similarity.**

4. Prove theorems about triangles. *Theorems include: a line parallel to one side of a triangle divides the other two proportionally, and conversely; the Pythagorean Theorem proved using triangle similarity.*
5. Use congruence and similarity criteria for triangles to solve problems and to prove relationships in geometric figures.

**Define trigonometric ratios and solve problems involving right triangles.**

6. Understand that by similarity, side ratios in right triangles are properties of the angles in the triangle, leading to definitions of trigonometric ratios for acute angles.
7. Explain and use the relationship between the sine and cosine of complementary angles.
8. Use trigonometric ratios and the Pythagorean Theorem to solve right triangles in applied problems. ★

**8.1 Derive and use the trigonometric ratios for special right triangles (30°, 60°, 90° and 45°, 45°, 90°) CA****Apply trigonometry to general triangles.**

9. (+) Derive the formula  $A = \frac{1}{2} ab \sin(C)$  for the area of a triangle by drawing an auxiliary line from a vertex perpendicular to the opposite side.
10. (+) Prove the Laws of Sines and Cosines and use them to solve problems.
11. (+) Understand and apply the Law of Sines and the Law of Cosines to find unknown measurements in right and non-right triangles (e.g., surveying problems, resultant forces).

## Circles

G C

**Understand and apply theorems about circles.**

1. Prove that all circles are similar.
2. Identify and describe relationships among inscribed angles, radii, and chords. *Include the relationship between central, inscribed, and circumscribed angles; inscribed angles on a diameter are right angles; the radius of a circle is perpendicular to the tangent where the radius intersects the circle.*

3. Construct the inscribed and circumscribed circles of a triangle, and prove properties of angles for a quadrilateral inscribed in a circle.
4. (+) Construct a tangent line from a point outside a given circle to the circle.

**Find arc lengths and areas of sectors of circles.**

5. Derive using similarity the fact that the length of the arc intercepted by an angle is proportional to the radius, and define the radian measure of the angle as the constant of proportionality; derive the formula for the area of a sector. **Convert between degrees and radians. CA**

**Expressing Geometric Properties with Equations****G GPE****Translate between the geometric description and the equation for a conic section.**

1. Derive the equation of a circle of given center and radius using the Pythagorean Theorem; complete the square to find the center and radius of a circle given by an equation.
  2. Derive the equation of a parabola given a focus and directrix.
  3. (+) Derive the equations of ellipses and hyperbolas given the foci, using the fact that the sum or difference of distances from the foci is constant.
- 3.1 Given a quadratic equation of the form  $ax^2 + by^2 + cx + dy + e = 0$ , use the method for completing the square to put the equation into standard form; identify whether the graph of the equation is a circle, ellipse, parabola, or hyperbola and graph the equation. CA**

**Use coordinates to prove simple geometric theorems algebraically.**

4. Use coordinates to prove simple geometric theorems algebraically. *For example, prove or disprove that a figure defined by four given points in the coordinate plane is a rectangle; prove or disprove that the point  $(1, \sqrt{3})$  lies on the circle centered at the origin and containing the point  $(0, 2)$ .*
5. Prove the slope criteria for parallel and perpendicular lines and use them to solve geometric problems (e.g., find the equation of a line parallel or perpendicular to a given line that passes through a given point).
6. Find the point on a directed line segment between two given points that partitions the segment in a given ratio.
7. Use coordinates to compute perimeters of polygons and areas of triangles and rectangles, e.g., using the distance formula. ★

**Geometric Measurement and Dimension****G GMD****Explain volume formulas and use them to solve problems.**

1. Give an informal argument for the formulas for the circumference of a circle, area of a circle, volume of a cylinder, pyramid, and cone. *Use dissection arguments, Cavalieri's principle, and information limit arguments.*
2. (+) Give an informal argument using Cavalieri's principle for the formulas for the volume of a sphere and other solid figures.
3. Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems. ★

**Visualize relationships between two-dimensional and three-dimensional objects.**

4. Identify the shapes of two-dimensional cross-sections of three-dimensional objects, and identify three-dimensional objects generated by rotations of two-dimensional objects.
5. Know that the effect of a scale factor  $k$  greater than zero on length, area, and volume is to multiply each by  $k$ ,  $k^2$ , and  $k^3$ , respectively; determine length, area and volume measures using scale factors. CA ★
6. Verify experimentally that in a triangle, angles opposite longer sides are larger, sides opposite larger angles are longer, and the sum of any two side lengths is greater than the remaining side length; apply these relationships to solve real-world and mathematical problems. CA

**Modeling with Geometry****G MG****Apply geometric concepts in modeling situations.**

1. Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder). ★
2. Apply concepts of density based on area and volume in modeling situations (e.g., persons per square mile, BTUs per cubic foot). ★
3. Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios). ★



# Statistics and Probability ★



## Overview

### Interpreting Categorical and Quantitative Data

- Summarize, represent, and interpret data on a single count or measurement variable.
- Summarize, represent, and interpret data on two categorical and quantitative variables.
- Interpret linear models.

### Making Inferences and Justifying Conclusions

- Understand and evaluate random processes underlying statistical experiments.
- Make inferences and justify conclusions from sample surveys, experiments, and observational studies.

### Conditional Probability and the Rules of Probability

- Understand independence and conditional probability and use them to interpret data.
- Use the rules of probability to compute probabilities of compound events in a uniform probability model.

### Using Probability to Make Decisions

- Calculate expected values and use them to solve problems.
- Use probability to evaluate outcomes of decisions.

### Mathematical Practices

1. Make sense of problems and persevere in solving them.
2. Reason abstractly and quantitatively.
3. Construct viable arguments and critique the reasoning of others.
4. Model with mathematics.
5. Use appropriate tools strategically.
6. Attend to precision.
7. Look for and make use of structure.
8. Look for and express regularity in repeated reasoning.

## Interpreting Categorical and Quantitative Data

S ID

**Summarize, represent, and interpret data on a single count or measurement variable.**

1. Represent data with plots on the real number line (dot plots, histograms, and box plots). ★
2. Use statistics appropriate to the shape of the data distribution to compare center (median, mean) and spread (interquartile range, standard deviation) of two or more different data sets. ★
3. Interpret differences in shape, center, and spread in the context of the data sets, accounting for possible effects of extreme data points (outliers). ★
4. Use the mean and standard deviation of a data set to fit it to a normal distribution and to estimate population percentages. Recognize that there are data sets for which such a procedure is not appropriate. Use calculators, spreadsheets, and tables to estimate areas under the normal curve. ★

**Summarize, represent, and interpret data on two categorical and quantitative variables.**

5. Summarize categorical data for two categories in two-way frequency tables. Interpret relative frequencies in the context of the data (including joint, marginal, and conditional relative frequencies). Recognize possible associations and trends in the data. ★
6. Represent data on two quantitative variables on a scatter plot, and describe how the variables are related. ★
  - a. Fit a function to the data; use functions fitted to data to solve problems in the context of the data. *Use given functions or choose a function suggested by the context. Emphasize linear, quadratic, and exponential models.* ★
  - b. Informally assess the fit of a function by plotting and analyzing residuals. ★
  - c. Fit a linear function for a scatter plot that suggests a linear association. ★

**Interpret linear models.**

7. Interpret the slope (rate of change) and the intercept (constant term) of a linear model in the context of the data. ★
8. Compute (using technology) and interpret the correlation coefficient of a linear fit. ★
9. Distinguish between correlation and causation. ★

## Making Inferences and Justifying Conclusions

S IC

**Understand and evaluate random processes underlying statistical experiments.**

1. Understand statistics as a process for making inferences about population parameters based on a random sample from that population. ★
2. Decide if a specified model is consistent with results from a given data-generating process, e.g., using simulation. *For example, a model says a spinning coin falls heads up with probability 0.5. Would a result of 5 tails in a row cause you to question the model?* ★

**Make inferences and justify conclusions from sample surveys, experiments, and observational studies.**

3. Recognize the purposes of and differences among sample surveys, experiments, and observational studies; explain how randomization relates to each. ★
4. Use data from a sample survey to estimate a population mean or proportion; develop a margin of error through the use of simulation models for random sampling. ★

- Use data from a randomized experiment to compare two treatments; use simulations to decide if differences between parameters are significant. ★
- Evaluate reports based on data. ★

### Conditional Probability and the Rules of Probability

S CP

#### Understand independence and conditional probability and use them to interpret data.

- Describe events as subsets of a sample space (the set of outcomes) using characteristics (or categories) of the outcomes, or as unions, intersections, or complements of other events (“or,” “and,” “not”). ★
- Understand that two events  $A$  and  $B$  are independent if the probability of  $A$  and  $B$  occurring together is the product of their probabilities, and use this characterization to determine if they are independent. ★
- Understand the conditional probability of  $A$  given  $B$  as  $P(A \text{ and } B)/P(B)$ , and interpret independence of  $A$  and  $B$  as saying that the conditional probability of  $A$  given  $B$  is the same as the probability of  $A$ , and the conditional probability of  $B$  given  $A$  is the same as the probability of  $B$ . ★
- Construct and interpret two-way frequency tables of data when two categories are associated with each object being classified. Use the two-way table as a sample space to decide if events are independent and to approximate conditional probabilities. *For example, collect data from a random sample of students in your school on their favorite subject among math, science, and English. Estimate the probability that a randomly selected student from your school will favor science given that the student is in tenth grade. Do the same for other subjects and compare the results.* ★
- Recognize and explain the concepts of conditional probability and independence in everyday language and everyday situations. *For example, compare the chance of having lung cancer if you are a smoker with the chance of being a smoker if you have lung cancer.* ★

#### Use the rules of probability to compute probabilities of compound events in a uniform probability model.

- Find the conditional probability of  $A$  given  $B$  as the fraction of  $B$ 's outcomes that also belong to  $A$ , and interpret the answer in terms of the model. ★
- Apply the Addition Rule,  $P(A \text{ or } B) = P(A) + P(B) - P(A \text{ and } B)$ , and interpret the answer in terms of the model. ★
- (+) Apply the general Multiplication Rule in a uniform probability model,  $P(A \text{ and } B) = P(A)P(B|A) = P(B)P(A|B)$ , and interpret the answer in terms of the model. ★
- (+) Use permutations and combinations to compute probabilities of compound events and solve problems. ★

### Using Probability to Make Decisions

S MD

#### Calculate expected values and use them to solve problems.

- (+) Define a random variable for a quantity of interest by assigning a numerical value to each event in a sample space; graph the corresponding probability distribution using the same graphical displays as for data distributions. ★
- (+) Calculate the expected value of a random variable; interpret it as the mean of the probability distribution. ★

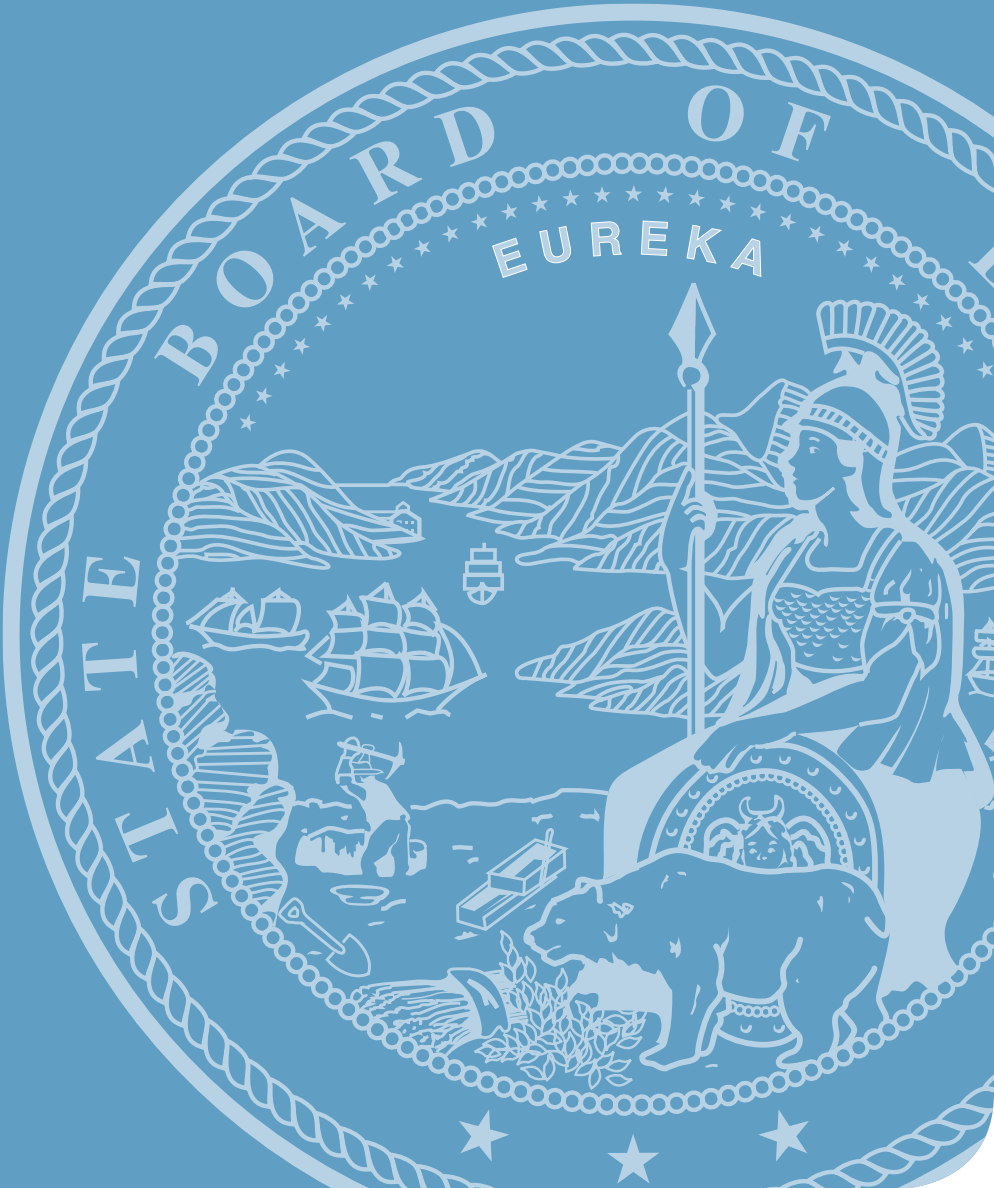
3. (+) Develop a probability distribution for a random variable defined for a sample space in which theoretical probabilities can be calculated; find the expected value. *For example, find the theoretical probability distribution for the number of correct answers obtained by guessing on all five questions of a multiple-choice test where each question has four choices, and find the expected grade under various grading schemes.* ★
4. (+) Develop a probability distribution for a random variable defined for a sample space in which probabilities are assigned empirically; find the expected value. *For example, find a current data distribution on the number of TV sets per household in the United States, and calculate the expected number of sets per household. How many TV sets would you expect to find in 100 randomly selected households?* ★

**Use probability to evaluate outcomes of decisions.**

5. (+) Weigh the possible outcomes of a decision by assigning probabilities to payoff values and finding expected values. ★
  - a. Find the expected payoff for a game of chance. *For example, find the expected winnings from a state lottery ticket or a game at a fast-food restaurant.* ★
  - b. Evaluate and compare strategies on the basis of expected values. *For example, compare a high-deductible versus a low-deductible automobile insurance policy using various, but reasonable, chances of having a minor or a major accident.* ★
6. (+) Use probabilities to make fair decisions (e.g., drawing by lots, using a random number generator). ★
7. (+) Analyze decisions and strategies using probability concepts (e.g. product testing, medical testing, pulling a hockey goalie at the end of a game). ★



# Glossary



## Glossary



**Addition and subtraction within 5, 10, 20, 100, or 1000.** Addition or subtraction of two whole numbers with whole number answers, and with sum or minuend in the range 0-5, 0-10, 0-20, or 0-100, respectively. Example:  $8 + 2 = 10$  is an addition within 10,  $14 - 5 = 9$  is a subtraction within 20, and  $55 - 18 = 37$  is a subtraction within 100.

**Additive inverses.** Two numbers whose sum is 0 are additive inverses of one another. Example:  $3/4$  and  $-3/4$  are additive inverses of one another because  $3/4 + (-3/4) = (-3/4) + 3/4 = 0$ .

**Associative property of addition.** See Table 3 in this Glossary.

**Associative property of multiplication.** See Table 3 in this Glossary.

**Bivariate data.** Pairs of linked numerical observations. Example: a list of heights and weights for each player on a football team.

**Box plot.** A method of visually displaying a distribution of data values by using the median, quartiles, and extremes of the data set. A box shows the middle 50% of the data.

**Commutative property.** See Table 3 in this Glossary.

**Complex fraction.** A fraction  $A/B$  where  $A$  and/or  $B$  are fractions ( $B$  nonzero).

**Computation algorithm.** A set of predefined steps applicable to a class of problems that gives the correct result in every case when the steps are carried out correctly. *See also:* computation strategy.

**Computation strategy.** Purposeful manipulations that may be chosen for specific problems, may not have a fixed order, and may be aimed at converting one problem into another. *See also:* computation algorithm.

**Congruent.** Two plane or solid figures are congruent if one can be obtained from the other by rigid motion (a sequence of rotations, reflections, and translations).

**Counting on.** A strategy for finding the number of objects in a group without having to count every member of the group. For example, if a stack of books is known to have 8 books and 3 more books are added to the top, it is not necessary to count the stack all over again. One can find the total by *counting on*—pointing to the top book and saying “eight,” following this with “nine, ten, eleven. There are eleven books now.”

**Dot plot.** *See:* line plot.

**Dilation.** A transformation that moves each point along the ray through the point emanating from a fixed center, and multiplies distances from the center by a common scale factor.

**Expanded form.** A multi-digit number is expressed in expanded form when it is written as a sum of single-digit multiples of powers of ten. For example,  $643 = 600 + 40 + 3$ .

**Expected value.** For a random variable, the weighted average of its possible values, with weights given by their respective probabilities.

**First quartile.** For a data set with median  $M$ , the first quartile is the median of the data values less than  $M$ . Example: For the data set {1, 3, 6, 7, 10, 12, 14, 15, 22, 120}, the first quartile is 6.<sup>1</sup> See *also*: median, third quartile, interquartile range.

**Fraction.** A number expressible in the form  $a/b$  where  $a$  is a whole number and  $b$  is a positive whole number. (The word *fraction* in these standards always refers to a non-negative number.) See *also*: rational number.

**Identity property of 0.** See Table 3 in this Glossary.

**Independently combined probability models.** Two probability models are said to be combined independently if the probability of each ordered pair in the combined model equals the product of the original probabilities of the two individual outcomes in the ordered pair.

**Integer.** A number expressible in the form  $a$  or  $-a$  for some whole number  $a$ .

**Interquartile range.** A measure of variation in a set of numerical data, the interquartile range is the distance between the first and third quartiles of the data set. Example: For the data set {1, 3, 6, 7, 10, 12, 14, 15, 22, 120}, the interquartile range is  $15 - 6 = 9$ . See *also*: first quartile, third quartile.

**Line plot.** A method of visually displaying a distribution of data values where each data value is shown as a dot or mark above a number line. Also known as a dot plot.<sup>2</sup>

**Mean.** A measure of center in a set of numerical data, computed by adding the values in a list and then dividing by the number of values in the list. Example: For the data set {1, 3, 6, 7, 10, 12, 14, 15, 22, 120}, the mean is 21.

**Mean absolute deviation.** A measure of variation in a set of numerical data, computed by adding the distances between each data value and the mean, then dividing by the number of data values. Example: For the data set {2, 3, 6, 7, 10, 12, 14, 15, 22, 120}, the mean absolute deviation is 20.

**Median.** A measure of center in a set of numerical data. The median of a list of values is the value appearing at the center of a sorted version of the list—or the mean of the two central values, if the list contains an even number of values. Example: For the data set {2, 3, 6, 7, 10, 12, 14, 15, 22, 90}, the median is 11.

**Midline.** In the graph of a trigonometric function, the horizontal line halfway between its maximum and minimum values.

**Multiplication and division within 100.** Multiplication or division of two whole numbers with whole number answers, and with product or dividend in the range 0-100. Example:  $72 \div 8 = 9$ .

**Multiplicative inverses.** Two numbers whose product is 1 are multiplicative inverses of one another. Example:  $3/4$  and  $4/3$  are multiplicative inverses of one another because  $3/4 \times 4/3 = 4/3 \times 3/4 = 1$ .

**Number line diagram.** A diagram of the number line used to represent numbers and support reasoning about them. In a number line diagram for measurement quantities, the interval from 0 to 1 on the diagram represents the unit of measure for the quantity.

**Percent rate of change.** A rate of change expressed as a percent. Example: if a population grows from 50 to 55 in a year, it grows by  $5/50 = 10\%$  per year.

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1. Many different methods for computing quartiles are in use. The method defined here is sometimes called the Moore and McCabe method. See E. Langford, "Quartiles in Elementary Statistics," *Journal of Statistics Education* Volume 14, Number 3 (2006).

2. To be more precise, this defines the *arithmetic* mean.



**Probability distribution.** The set of possible values of a random variable with a probability assigned to each.

**Properties of operations.** See Table 3 in this Glossary.

**Properties of equality.** See Table 4 in this Glossary.

**Properties of inequality.** See Table 5 in this Glossary.

**Properties of operations.** See Table 3 in this Glossary.

**Probability.** A number between 0 and 1 used to quantify likelihood for processes that have uncertain outcomes (such as tossing a coin, selecting a person at random from a group of people, tossing a ball at a target, or testing for a medical condition).

**Probability model.** A probability model is used to assign probabilities to outcomes of a chance process by examining the nature of the process. The set of all outcomes is called the sample space, and their probabilities sum to 1. *See also:* uniform probability model.

**Random variable.** An assignment of a numerical value to each outcome in a sample space.

**Rational expression.** A quotient of two polynomials with a non-zero denominator.

**Rational number.** A number expressible in the form  $a/b$  or  $-a/b$  for some fraction  $a/b$ . The rational numbers include the integers.

**Rectilinear figure.** A polygon all angles of which are right angles.

**Rigid motion.** A transformation of points in space consisting of a sequence of one or more translations, reflections, and/or rotations. Rigid motions are here assumed to preserve distances and angle measures.

**Repeating decimal.** The decimal form of a rational number. *See also:* terminating decimal.

**Sample space.** In a probability model for a random process, a list of the individual outcomes that are to be considered.

**Scatter plot.** A graph in the coordinate plane representing a set of bivariate data. For example, the heights and weights of a group of people could be displayed on a scatter plot.

**Similarity transformation.** A rigid motion followed by a dilation.

**Tape diagram.** A drawing that looks like a segment of tape, used to illustrate number relationships. Also known as a strip diagram, bar model, fraction strip, or length model.

**Terminating decimal.** A decimal is called terminating if its repeating digit is 0.

**Third quartile.** For a data set with median  $M$ , the third quartile is the median of the data values greater than  $M$ . Example: For the data set {2, 3, 6, 7, 10, 12, 14, 15, 22, 120}, the third quartile is 15. *See also:* median, first quartile, interquartile range.

**Transitivity principle for indirect measurement.** If the length of object A is greater than the length of object B, and the length of object B is greater than the length of object C, then the length of object A is greater than the length of object C. This principle applies to measurement of other quantities as well.

**Uniform probability model** A probability model which assigns equal probability to all outcomes. See *also*: probability model.

**Vector.** A quantity with magnitude and direction in the plane or in space, defined by an ordered pair or triple of real numbers.

**Visual fraction model.** A tape diagram, number line diagram, or area model.

**Whole numbers.** The numbers 0, 1, 2, 3, . . . .

**Table 1. Common addition and subtraction situations.<sup>3</sup>**

|           | Result Unknown   | Change Unknown   | Start Unknown  |
|-----------|--|--|--|
| Add to    | Two bunnies sat on the grass. Three more bunnies hopped there. How many bunnies are on the grass now?<br>$2 + 3 = ?$ | Two bunnies were sitting on the grass. Some more bunnies hopped there. Then there were five bunnies. How many bunnies hopped over to the first two?<br>$2 + ? = 5$ | Some bunnies were sitting on the grass. Three more bunnies hopped there. Then there were five bunnies. How many bunnies were on the grass before?<br>$? + 3 = 5$ |
| Take from | Five apples were on the table. I ate two apples. How many apples are on the table now?<br>$5 - 2 = ?$                | Five apples were on the table. I ate some apples. Then there were three apples. How many apples did I eat?<br>$5 - ? = 3$  | Some apples were on the table. I ate two apples. Then there were three apples. How many apples were on the table before?<br>$? - 2 = 3$                          |

|  | Total Unknown  | Addend Unknown   | Both Addends Unknown <sup>4</sup>   |
|--|--|--|---|
| Put Together/<br>Take Apart <sup>5</sup> | Three red apples and two green apples are on the table. How many apples are on the table?<br>$3 + 2 = ?$ | Five apples are on the table. Three are red and the rest are green. How many apples are green?<br>$3 + ? = 5, 5 - 3 = ?$ | Grandma has five flowers. How many can she put in her red vase and how many in her blue vase?<br>$5 = 0 + 5, 5 = 5 + 0$<br>$5 = 1 + 4, 5 = 4 + 1$<br>$5 = 2 + 3, 5 = 3 + 2$ |

|                      | Difference Unknown   | Bigger Unknown   | Smaller Unknown  |
|----------------------|--|--|--|
| Compare <sup>6</sup> | (“How many more?” version):<br>Lucy has two apples. Julie has five apples. How many more apples does Julie have than Lucy?<br><br>(“How many fewer?” version):<br>Lucy has two apples. Julie has five apples. How many fewer apples does Lucy have than Julie?<br>$2 + ? = 5, 5 - 2 = ?$ | (Version with “more”): Julie has three more apples than Lucy. Lucy has two apples. How many apples does Julie have?<br><br>(Version with “fewer”): Lucy has 3 fewer apples than Julie. Lucy has two apples. How many apples does Julie have?<br>$2 + 3 = ?, 3 + 2 = ?$ | (Version with “more”): Julie has three more apples than Lucy. Julie has five apples. How many apples does Lucy have?<br><br>(Version with “fewer”): Lucy has 3 fewer apples than Julie. Julie has five apples. How many apples does Lucy have?<br>$5 - 3 = ?, ? + 3 = 5$ |

3. Adapted from Boxes 2–4 of *Mathematics Learning in Early Childhood*, National Research Council (2009, pp. 32–33).

4. These take apart situations can be used to show all the decompositions of a given number. The associated equations, which have the total on the left of the equal sign, help children understand that the = sign does not always mean *makes or results in* but always does mean *is the same number as*.

5. Either addend can be unknown, so there are three variations of these problem situations. “Both Addends Unknown” is a productive extension of this basic situation, especially for small numbers less than or equal to 10.

6. For the Bigger Unknown or Smaller Unknown situations, one version directs the correct operation (the version using *more* for the bigger unknown and using *less* for the smaller unknown). The other versions are more difficult.

Table 2. Common multiplication and division situations.<sup>7</sup>

|   | Unknown Product<br>$3 \times 6 = ?$   | Group Size Unknown<br>("How many in each group?" Division)<br>$3 \times ? = 18$ and $18 \div 3 = ?$   | Number of Groups Unknown<br>("How many groups?" Division)<br>$? \times 6 = 18$ and $18 \div 6 = ?$   |
|---|---|---|--|
| Equal Groups                              | <p>There are 3 bags with 6 plums in each bag. How many plums are there in all?</p> <p><i>Measurement example.</i> You need 3 lengths of string, each 6 inches long. How much string will you need altogether?</p>   | <p>If 18 plums are shared equally into 3 bags, then how many plums will be in each bag?</p> <p><i>Measurement example.</i> You have 18 inches of string, which you will cut into 3 equal pieces. How long will each piece of string be?</p>                                       | <p>If 18 plums are to be packed 6 to a bag, then how many bags are needed?</p> <p><i>Measurement example.</i> You have 18 inches of string, which you will cut into pieces that are 6 inches long. How many pieces of string will you have?</p>  |
| Arrays, <sup>8</sup><br>Area <sup>9</sup> | <p>There are 3 rows of apples with 6 apples in each row. How many apples are there?</p> <p><i>Area example.</i> What is the area of a 3 cm by 6 cm rectangle?</p>   | <p>If 18 apples are arranged into 3 equal rows, how many apples will be in each row?</p> <p><i>Area example.</i> A rectangle has area 18 square centimeters. If one side is 3 cm long, how long is a side next to it?</p>   | <p>If 18 apples are arranged into equal rows of 6 apples, how many rows will there be?</p> <p><i>Area example.</i> A rectangle has area 18 square centimeters. If one side is 6 cm long, how long is a side next to it?</p>  |
| Compare                                   | <p>A blue hat costs \$6. A red hat costs 3 times as much as the blue hat. How much does the red hat cost?</p> <p><i>Measurement example.</i> A rubber band is 6 cm long. How long will the rubber band be when it is stretched to be 3 times as long?</p> | <p>A red hat costs \$18 and that is 3 times as much as a blue hat costs. How much does a blue hat cost?</p> <p><i>Measurement example.</i> A rubber band is stretched to be 18 cm long and that is 3 times as long as it was at first. How long was the rubber band at first?</p> | <p>A red hat costs \$18 and a blue hat costs \$6. How many times as much does the red hat cost as the blue hat?</p> <p><i>Measurement example.</i> A rubber band was 6 cm long at first. Now it is stretched to be 18 cm long. How many times as long is the rubber band now as it was at first?</p> |
| General                                   | $a \times b = ?$  | $a \times ? = p$ and $p \div a = ?$   | $? \times b = p$ and $p \div b = ?$  |

7. The first examples in each cell are examples of discrete things. These are easier for students and should be given before the measurement examples.

8. The language in the array examples shows the easiest form of array problems. A harder form is to use the terms rows and columns: The apples in the grocery window are in 3 rows and 6 columns. How many apples are in there? Both forms are valuable.

9. Area involves arrays of squares that have been pushed together so that there are no gaps or overlaps, so array problems include these especially important measurement situations.

**Table 3. The properties of operations.**

Here  $a$ ,  $b$ , and  $c$  stand for arbitrary numbers in a given number system. The properties of operations apply to the rational number system, the real number system, and the complex number system.

|   |   |
|---|---|
| Associative property of addition                      | $(a + b) + c = a + (b + c)$   |
| Commutative property of addition                      | $a + b = b + a$   |
| Additive identity property of 0                       | $a + 0 = 0 + a = a$   |
| Existence of additive inverses                        | For every $a$ there exists $-a$ so that $a + (-a) = (-a) + a = 0$ .                 |
| Associative property of multiplication                | $(a \times b) \times c = a \times (b \times c)$                                     |
| Commutative property of multiplication                | $a \times b = b \times a$   |
| Multiplicative identity property of 1                 | $a \times 1 = 1 \times a = a$   |
| Existence of multiplicative inverses                  | For every $a \neq 0$ there exists $1/a$ so that $a \times 1/a = 1/a \times a = 1$ . |
| Distributive property of multiplication over addition | $a \times (b + c) = a \times b + a \times c$  |

**Table 4. The properties of equality.**

Here  $a$ ,  $b$ , and  $c$  stand for arbitrary numbers in the rational, real, or complex number systems.

|                                     |   |
|-------------------------------------|---|
| Reflexive property of equality      | $a = a$   |
| Symmetric property of equality      | If $a = b$ , then $b = a$ .   |
| Transitive property of equality     | If $a = b$ and $b = c$ , then $a = c$ .   |
| Addition property of equality       | If $a = b$ , then $a + c = b + c$ .   |
| Subtraction property of equality    | If $a = b$ , then $a - c = b - c$ .   |
| Multiplication property of equality | If $a = b$ , then $a \times c = b \times c$ .                                       |
| Division property of equality       | If $a = b$ and $c \neq 0$ , then $a \div c = b \div c$ .                            |
| Substitution property of equality   | If $a = b$ , then $b$ may be substituted for $a$ in any expression containing $a$ . |

**Table 5. The properties of inequality.**

Here  $a$ ,  $b$ , and  $c$  stand for arbitrary numbers in the rational or real number systems.

Exactly one of the following is true:  $a < b$ ,  $a = b$ ,  $a > b$ .

---

If  $a > b$  and  $b > c$  then  $a > c$ .

---

If  $a > b$ , then  $b < a$ .

---

If  $a > b$ , then  $-a < -b$ .

---

If  $a > b$ , then  $a \pm c > b \pm c$ .

---

If  $a > b$  and  $c > 0$ , then  $a \times c > b \times c$ .

---

If  $a > b$  and  $c < 0$ , then  $a \times c < b \times c$ .

---

If  $a > b$  and  $c > 0$ , then  $a \div c > b \div c$ .

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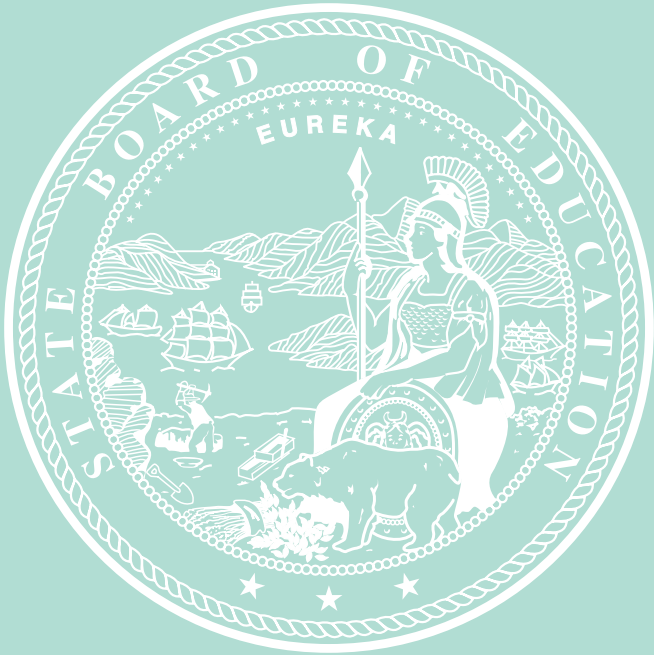
If  $a > b$  and  $c < 0$ , then  $a \div c < b \div c$ .











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