

Mathematics

Mathematics

Standard 1: Use a variety of strategies in the problem solving process.

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
K.1.1	Draws pictures to represent problems.						
K.1.2	Uses models (e.g., pattern blocks, tiles, or other manipulative) to represent problems.						
1.1.1	Restate problems in own words to demonstrate understanding						
1.1.2	Uses oral, symbolic, and pictorial forms to represent problem situations (e.g., translate from pictures of objects to numerical expressions).						
1.1.3	Uses models (e.g., pattern blocks, tiles, or other manipulatives) to represent problems.						
2.1.1	Uses a variety of problem solving strategies (e.g., identifying a pattern, choosing an operation, using trial and error, manipulatives, evaluating methods of solution)						
2.1.2	Explain to others the process she/he used to solve a problem.						
2.1.3	Uses oral (speak), symbolic (write), and pictorials (draws) forms to represent problem situations (e.g., translate from pictures of objects to numerical expressions).						
3.1.1	Knows information required to solve problems (e.g., make organized lists or tables of information necessary).						
3.1.2	Uses a variety of problem solving strategies. (e.g., identifying a pattern, choosing an operation, using trial and error, manipulatives, and evaluating methods of solution).						
4.1.1	Represent problem situations in a variety of forms (e.g., translate from a diagram to a number or symbolic expression.						

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4.1.2	Explain methods and reasoning behind the problem solution to determine reasonableness of and to verify results with respect to the original problem.						
5.1.1	Use a variety of problem-solving strategies						
5.1.2	Understand basic valid and invalid arguments						
5.1.3	Understand that some ways of representing a problem are more helpful than others.						
6.1.1	Use a variety of measuring processes to model and to solve problems.						
6.1.2	Understand how to break a complex problem into single parts						
6.1.3	Understand that there is no one right way to solve mathematical problems						
6.1.4	Construct informal logical arguments to justify reasoning processes						
7.1.1	Formulate a problem, determine information required to solve the problem						
7.1.2	Use a variety of strategies to understand problem-solving situations and processes						
7.1.3	Understand there is no right way to solve mathematical problems.						
7.1.4	Generalize from a pattern of observations made in particular cases, make conjectures, and provide supporting arguments for these conjectures.						
8.1.1	Formulate a problem, determine information required to solve the problem, choose methods for obtaining this information, and set limits for acceptable solutions.						
8.1.2	Understand the role of written symbols in representing mathematical ideas and the use of precise language in conjunction with the special symbols of mathematics.						

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8.1.3	Understand how to break a complex problem into simpler parts or use a similar problem type to solve a problem [N].						
8.1.4	Construct informal logical arguments to justify reasoning processes and methods of solutions to problems (i.e., use informal deductive methods).						
9-12.1.1	Understand, use, and construct a mathematical proof. <i>[Geometry]</i>						
9-12.1.2	Apply the process of math modeling to open-ended real-world problem situations (i.e., problem formation, math modeling, solve, interpret, and justify use of technology when appropriate). <i>[All]</i>						
9-12.1.3	Construct logical arguments to test conjectures and to justify solutions to problems. <i>[All]</i>						
9-12.1.4	Construct equations for simple and multi-step problems. <i>[All]</i>						

Standard 2: Understand and apply basic and advanced properties of the concepts of numbers.

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
K.2.1	Understand ordinal numbers (1 st , 2 nd , 3 rd).						
K.2.2	Count objects to 20.						
K.2.3	Understand symbolic, verbal, physical, and pictorial representation of whole numbers 0-20 (e.g., written numerals, objects in sets, number lines).						
K.2.4	Understands the order and relative values of whole numbers 0-20.						
1.2.1	Understand ordinal numbers 1 st to 10 th						
1.2.2	Count numbers 0-100 (e.g., count by 1's, 2's, 5's, and 10's)						

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1.2.3	Understand physical, pictorial, written, symbolic, and verbal representations of whole numbers 0-100 (e.g., written numerals, objects in sets, number lines) and the relationship among them.						
1.2.4	Understand the relationship of fractional parts, $\frac{1}{3}$, $\frac{1}{2}$, and $\frac{1}{4}$ to a whole.						
1.2.5	Understand the concept of place value through the 10's place (e.g., the relationship between a quantity of physical materials grouped by 10's and 1's and the corresponding written numeral)						
2.2.1	Count numbers 0-1000 (e.g., by 1's, 2's, 5's, 10's, 100's).						
2.2.2	Understand physical, pictorial, written, symbolic, and verbal representations of whole numbers 0-1000 and the relationship among them (e.g., relating written numerals to the corresponding word, relating objects in sets to the corresponding numeral).						
2.2.3	Read and write numerals 0-1000 (e.g., standard and expanded form).						
2.2.4	Use variety of methods to compare and order whole numbers (e.g. ordinal numbers, "first" through "twentieth", symbols [$<$, $>$, $=$] and language, such as "between", "less than", "greater than", or "equal to").						
2.2.5	Understand physical, verbal, and symbolic representations of the fractions $\frac{1}{2}$, $\frac{1}{4}$, $\frac{1}{3}$, $\frac{1}{8}$, of a whole number set.						
2.2.6	Understand concept of place value for whole numbers through 100's place (e.g., ones, tens, and hundreds).						
3.2.1	Understands the concept of place values of whole numbers through the ten-thousandths place (e.g., 1's, 10's, 100's, 1000's, 10,000's).						
3.2.2	Understands the concept of odd and even numbers						

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3.2.3	Understands decimals expressed through the hundredths place (e.g., in money)						
3.2.4	Understands the comparison of whole numbers (e.g., to a 1000) fractions (e.g., with denominators of 12 or less), and commonly used decimals (e.g., monetary amounts).						
3.2.5	Count, read, and write numbers greater than 1,000 to 999,999.						
4.2.1	Understand the concept of place values for whole numbers through the millions (e.g., 1's, 10's, 100's 10,000 hundreds, thousands, millions)						
4.2.2	Understand the concept of rounding numbers expressed through the thousands (e.g., nearest thousand).						
4.2.3	Compare fractions (e.g., for halves, thirds, fourths, eighths, tenths, sixteenths).						
4.2.4	Identify fractions, decimals, mixed numbers, and whole numbers.						
5.2.1	Understands equivalent forms of basic percents, fractions, and decimals (e.g. $1/2 = 50\% = .5$) and when one form of a number might be more useful than another.						
5.2.2	Understand the concept of place value for numbers from the thousandths place to the hundred millions place						
6.2.1	Understand the relationships among factors, multiples, divisors, and products (e.g. prime factorization, GCF, LCM, rules of divisibility for 2,3,4,5,6,9,10)						
6.2.2	Understand base-ten place value for whole numbers and decimals.						
6.2.3	Understand the concept of proportion and the applications of proportional reasoning (e.g. scale, similarity, percentage, rate).						
6.2.4	Read, write, order, and compare whole numbers, fractions, decimals, percents (using concrete and pictorial models)						

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7.2.1	Understand the characteristics and applications of scientific notation and exponential notation						
7.2.2	Understand the relationships among fractions, decimals, and percents.						
7.2.3	Understand the concept of prime and composite numbers						
8.2.1	Understand the relationships among equivalent number representations (e.g. whole numbers, positive and negative integers, fractions, ratios, decimals, percents, scientific notation, exponential) and the advantages and disadvantages of each type of representation.						
8.2.2	Understand the basic laws of exponents						
9- 12.2.1	Use discrete structures (finite graphs, matrices, sequences) to represent and to solve problems. <i>[Algebra II, Pre-Calculus, Geometry]</i>						
9- 12.2.2	Understand the properties of the real number system and its subsystems (irrational numbers, natural numbers, integers, rational numbers) <i>[Algebra I, II, Pre-Calculus, General Math, Geometry]</i>						
9- 12.2.3	Understand the properties and basic theorems of roots, exponents, and logarithms. <i>[Algebra I, II, Pre-Calculus, Geometry, General Math]</i>						
9- 12.2.4	Understand appropriate use and corresponding notation of ratios, proportions decimals, and percents. <i>[Algebra I, General Math, Pre-Calculus]</i>						

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Standard 3: Use basic and advanced procedures while performing the processes of computation

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
K.3.1	Demonstrates addition and subtraction problems with real objects						
K.3.2	Develop understanding of more, less, and same.						
1.3.1	Solve basic addition and subtraction facts to 10.						
1.3.2	Add and subtract two digit numbers with no regrouping.						
2.3.1	Recall addition and subtraction facts through 20.						
2.3.2	Solves two digit addition and subtraction with and without regrouping						
2.3.3	Understand that addition and subtraction are inverse operations.						
3.3.1	Multiply factors 0 through 9.						
3.3.2	Use estimating strategies to the nearest 10 or 100 (e.g. rounding/front-end).						
3.3.3	Solve multi-step problems (story problems, parentheses).						
3.3.4	Solve addition and subtraction problems up to 4 digit.						
4.3.1	Multiply 3 digit by a two-digit number.						
4.3.2	Use all four operations with money.						
4.3.3	Divides by a 1 digit divisor						
4.3.4	Understand the relationships and properties of the four operations.						
4.3.5	Use estimation strategies (rounding/front end).						

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5.3.1	Use a variety of estimation strategies (e.g. front-end, standard rounding, order of magnitude, compatible numbers, compensation) to solve and to check the reasonableness of results of computation problems involving whole numbers and decimals (e.g. money)						
5.3.2	Add, subtract, multiple, and divide whole numbers and decimals.						
5.3.3	Add, subtract, and simplify fractions and mixed numbers (with like or unlike denominators.)						
5.3.4	Use appropriate operation and method of calculation (e.g. mental math, paper and pencil, calculator, computer) to solve problems and to check the reasonableness of results						
6.3.1	Use a variety of estimation strategies (e.g. powers of ten, compatible numbers, breaking numbers apart, front-end estimation, rounding) to solve and to check the reasonableness or results of computation problems involving whole numbers, fractions, and decimals.						
6.3.2	Add, subtract, multiple, and divide whole numbers, fractions, mixed numbers, and decimals.						
6.3.3	Understand the correct order of operations for performing arithmetic computations.						
7.3.1	Use a variety of estimation strategies to solve and to check reasonableness of computation problems involving whole numbers, fractions, decimals, and percents						
7.3.2	Understands computations with whole numbers, fractions, decimals, and integers						
7.3.4	Uses basic conversions between fractions, percents, and decimals.						
8.3.1	Use a variety of estimation strategies to solve and to check reasonableness of results of computation problems involving rational numbers.						

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8.3.2	Perform operations on rational numbers (e.g. add, subtract, multiply, divide, raised to a power, extract roots, take opposites and reciprocals)						
8.3.3	Understand how different algorithms work for arithmetic computations and operations.						
9-12.3.1	Add, subtract, multiply, and divide rational expressions. <i>[All]</i>						
9-12.3.2	Use a variety of operations on expressions containing real numbers (e. g., adding, subtracting, multiplying, dividing, finding a reciprocal, raising to a power, taking a root, taking a logarithm, taking opposites and reciprocals, determining absolute value). <i>[Algebra II, I]</i>						
9-12.3.3	Solve problems using proportional reasoning (e.g., finding percent increase/decrease, using data from tables and graphs, use of scale). <i>[General Math, Algebra I]</i>						
9-12.3.4	Add, subtract, multiply, divide, and simplify radical expressions containing positive rational numbers. <i>[Algebra II]</i>						

Standard 4: Understand and apply basic and advanced properties of the concepts of measurement

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
K.4.1	Recognizes value of coins and their names.						
K.4.2	Read and write time to the hour.						
K.4.3	Read a calendar to recognize days of week, sequence of days, months, and seasons.						
K.4.4	Compares objects by size and weight.						
1.4.1	Read and write time to the hour-half-hour						

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1.4.2	Count money by pennies, nickels, and dimes						
1.4.3	Demonstrate measurement using familiar objects (weight and length).						
2.4.1	Understands time by 5 minute intervals.						
2.4.2	Counting money using quarters and half dollars						
2.4.3	Understanding temperature and how it is measured.						
2.4.4	Can measure and compare length, height, and weight.						
3.4.1	Can tell time to the nearest minute, a.m., and p.m.						
3.4.2	Counts, writes, and computes money up to \$5.00.						
3.4.3	Measure (perimeter) length, weight, and volume to the nearest whole unit.						
4.4.1	Able to figure elapsed time.						
4.4.2	Count correct change and make correct change.						
4.4.3	Uses appropriate units of measurement of length, weight, volume, temp. in standard and metric system to problem solve (ex. perimeter, area).						
5.4.1	Uses dimensional analysis (appropriate units of measure, basic conversions)						
5.4.2	Understands and applies the basic measures of perimeter, area, volume						
5.4.3	Understands and manipulates the concept of time (add, subtract, convert)						
6.4.1	Selects and uses appropriate tools for given measurement situations						

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6.4.2	Understands and applies measures of perimeter, area, volume, and circumference						
7.4.1	Understands and applies measures of surface area and volume of rectangular prisms, perimeter and area of polygons.						
8.4.1	Uses advanced dimensional analysis when converting within a system of measurement (more than one step) (inches to feet, mm to m)						
8.4.2	Understands and applies measures of perimeter, area, volume, and circumference.						
9-12.4.1	Solve real world problems involving 2- and 3-dimensional measures (e.g. area, volume, perimeter). <i>[Geometry]</i>						
9-12.4.2	Solve problems involving rate as a measure (e.g., velocity, acceleration). <i>[Algebra and Pre-Calculus]</i>						
9-12.4.3	Determine precision and accuracy of measurement. <i>[Algebra I]</i>						
9-12.4.4	Use the appropriate tools or units to determine measurement. <i>[General Math]</i>						

Standard 5: Understand and apply basic and advanced properties of the concepts of geometry.

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
K.5.1	Understand geometric patterns and relationships (similarities/differences among basic plane figures: circles, square, rectangle, and triangle).						
K.5.2	Understand the common language of spatial sense (e.g., “inside”, “outside”, “between”, “above”, “below”, and “behind”).						
K.5.3	Understands that patterns can be made by putting different shapes together or taking them apart.						

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1.5.1	Knows basic characteristics and properties of basic plane figures (e.g., a square has four equal sides, closed vs. open figures).						
2.5.1	Understand properties of and similarities and differences among basic solid figures (e.g., spheres, cubes, rectangular prisms, cylinders, pyramids, and cones) and basic geometric terms (e.g., sides, edges, and corners) associated with these figures.						
2.5.2	Understand what makes a figure symmetric.						
3.5.1	Identifies plane figures and space figures: parallelogram trapezoid, sphere, and cube.						
3.5.2	Identifies space relationships (symmetry, congruence).						
4.5.1	Understand characteristics of line (e.g., parallel, perpendicular, intersecting) and angles (e.g., right, acute, obtuse).						
4.5.2	Understand basic properties of figures (e.g., two or three- dimensionality, symmetry, number of faces, type of angle).						
4.5.3	Know basic geometric language for describing and naming shapes (e.g., trapezoid, parallelogram, cube, sphere, and polygon).						
4.5.4	Understand basic geometric transformations in a plane and the relationships among transformed figures (e.g., symmetry, congruency, and similarity).						
5.5.1	Understands the characteristics of (classification) and relationships among (symmetry, congruence) points, lines, line segments, rays, planes, and polygons.						
6.5.1	Understands the characteristics of (classification) and relationships among (parallel, perpendicular, congruence) lines, angles, polygons and circles.						

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7.5.1	Understands the characteristics of (classification) and relationships among (parallel, perpendicular, congruence) lines, angles, polygons, circles, trapezoids, parallelograms, triangles						
8.5.1	Understands the characteristics of (classification) and relationships among quadrilaterals, triangles, and circles.						
9-12.5.1	Understand and use inductive and deductive reasoning to make observations about and to verify properties of and relationships among figures (e.g., the relationship among interior angles of parallel lines cut by a transversal). <i>[Geometry]</i>						
9-12.5.2	Know and use the Pythagorean Theorem and its converse and properties of special right triangles (e.g., 30 – 60 – 90 degree right triangles) to solve mathematical and real-world problems. <i>[Geometry, Algebra]</i>						
9-12.5.3	Use properties of figures to solve mathematical and real-world problems (e.g., use understanding of arc and properties of circles to interpret information in circle graphs). <i>[Geometry]</i>						
9-12.5.4	Use geometric constructions (e.g., the parallel to a line through a given point not on the line, line segment congruent to a given line segment) to complete simple proofs, to model, and to solve mathematical and real-world problems. <i>[Geometry]</i>						
9-12.5.5	Understand that objects and relations in geometry correspond directly to objects and relations in algebra (e.g., a line in geometry corresponds to a set of ordered pairs satisfying an equation of the form $ax+by=c$) <i>[Geometry, Algebra II]</i>						
9-12.5.6	To understand and use geometric transformations and their properties to solve problems. <i>[Geometry, Pre-Calculus]</i>						

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9-12.5.7	Understand the basic concepts of right triangle trigonometry (e.g., basic trig ratios, such a sine, cosine, and tangent) and use trigonometric ratio methods to solve mathematical and real-world problems. <i>[Pre-Calculus]</i>						
9-12.5.8	Describe and use relationships among figures to solve mathematical and real-world problems (e.g., congruent and similar polygons, parallel and perpendicular lines). <i>[Geometry]</i>						
9-12.5.9	Understand the characteristics and uses of vectors (e.g., representations of velocity ad force) and basic operations on vectors (e.g., vector addition, scalar multiplication). <i>[Pre-Calculus]</i>						
9-12.5.10	Compare, describe, and analyze two-and three-dimensional figures and their intersections with a plane. <i>[Geometry, Pre-Calculus]</i>						

Standard 6: Understand and apply basic and advanced concepts of statistics and data analysis

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
K.6.1	Collects and displays data using charts and graphs.						
K.6.2	Interprets graphs (bar and pictograph).						
1.6.1	Collect, organize, interpret data, and make predictions using simple charts, tables, and graphs.						
2.6.1	Collects and organizes data on tables, graphs, and charts.						
2.6.2	Reads and interprets tables, graphs, and charts.						
3.6.1	Collect and organize data into graphs (bar, line, pictographs, circle), tables, and charts.						

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3.6.2	Read and make simple inferences from data displayed in diagrams, charts, bar graphs, and tables (e.g., generalize or draw simple conclusions).						
4.6.1	Read and interpret simple tables, graphs (e.g., simple bar, line, and charts (e.g. pie)						
4.6.2	Use line, circle, and bar graphs with various scale increments to display information. Use line, circle, and bar graphs with various scale increments to display information.						
5.6.1	Use graphs and plots to display information						
6.6.1	Read and interpret tables, graphs, and charts						
7.6.1	Understand appropriate measures (mean, median, mode, range)						
7.6.2	Make comparisons, predictions and inferences from data in a variety of formats						
8.6.1	Use appropriate format for organizing and displaying statistical data						
8.6.2	Understand faulty arguments, common errors, and misleading presentations of data						
9- 12.6.1	Understands and applies basic and advanced concepts of data collection, data analysis, and distribution. [<i>Pre-Calculus and Algebra II</i>]						
9- 12.6.2	Understands appropriate methods for using data to make predictions (curve fitting, direct variation, surveys, samples). [<i>Algebra I, II, and Pre-Calculus</i>]						
9- 12.6.3	Selects and uses the best method of representing and describing a set of data (e.g., scatter plot, line graph, two-way table). [<i>Algebra I, II, Geometry, General Math, and Pre-Calculus</i>]						

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9-12.6.4	Understands measures of central tendency and variability (e.g., standard deviation, range, quartile deviation) and their applications to specific situations. [<i>Pre-Calculus, Algebra II, General Math</i>]						
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Standard 7: Understand and apply basic and advanced concepts of probability.

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
1.7.1	Understands that some events are certain and others are impossible.						
2.7.1	Understands the basic concepts of likely and unlikely outcomes.						
2.7.2	Understands that some events can be predicted fairly well, but others cannot because we do not always know everything that may affect an event.						
3.7.1	Understands that some events are sure to happen, some events are sure not to happen, and some events may or may not happen.						
3.7.2	Understands that the word “chance” refers to the likelihood of an event.						
4.7.1	Determine the probability of simple events using basic experiments or simulations (e.g., using coins, spinners, and dice).						
4.7.2	Use basic sample groups (e.g., all possible outcomes) to describe events.						
5.7.1	Use a variety of simple models (tree diagrams, sample spaces, grids, tables) to represent the possible outcomes for probability situations.						
6.7.1	Draw conclusions and make predictions from simple probability situations						
6.7.2	Determine probability using simulations or experiments						

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7.7.1	Determine probability using math/theoretical models						
7.7.2	Understand the concepts of combinations and permutations						
7.7.3	Understand how predictions are based on data and probabilities						
8.7.1	Understand that the measure of certainty in a given situation depends on a number of factors (sample size, method of data collection, what is known about the situation, how current data are)						
8.7.2	Understand the difference between theoretical and experimental probability						
9-12.7.1	Understands the basic concepts of probability and applies them to real-world situations. <i>[Algebra II, I, Pre-Calculus, General Math]</i>						
9-12.7.2	Understands the differences among experimental, simulation, and theoretical probability techniques and uses the appropriate method to determine probabilities. <i>[Pre-Calculus, Algebra I, II, General Math]</i>						
9-12.7.3	Determines the probability and understands the concepts of independent and dependent events. <i>[Algebra I, II, Pre-Calculus, General Math]</i>						

Standard 8: Understand and apply basic and advanced properties of functions and algebra.

CODE	BENCHMARK	LOCAL	ITBS	ITED	ALT	OTHER	OTHER
K.8.1	Extend and create simple repeating patterns (e.g., with physical objects, geometric shapes).						
1.8.1	Understand simple repeating and growing patterns.						

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1.8.2	Solve simple open sentences involving addition and subtraction to 12.						
1.8.3	Understand that regularities exist in a variety of contexts (e.g., events, designs, shapes, sets of numbers).						
2.8.1	Understand and extend a wide variety of patterns (linear and non-linear).						
2.8.2	Understand basic number patterns (odd and even, multiples).						
2.8.3	Use variables (e.g., letters, boxes, or other symbols) and number sentences to represent solutions to problems (e.g. $7 + \square = 23$).						
2.8.4	Solve simple number sentences involving addition and subtraction (e.g., sentences involving one or both operations).						
3.8.1	Solve number sentences involving basic multiplication and division facts.						
3.8.2	Understand the concepts “elements” and “repetitions” in a pattern (e.g. ABB, ABB has three elements and two repetitions).						
3.8.3	Use a variety of methods and tools to represent patterns and relationships.						
3.8.4	Understand the concept of an equation (e.g., a number sentence that shows two quantities that are equal).						
4.8.1	Solve open sentences involving multiplication and division ($N+17=23$).						
4.8.2	Use symbols of equality (=) and inequality (<, >).						
4.8.3	Understand that the same pattern can be represented in different ways (e.g., using words, pictures, and numbers).						

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4.8.4	Understand the characteristics and features of coordinates and the coordinate plane (e.g. the horizontal axis and vertical axis).						
5.8.1	Identify patterns and explain the rule that the pattern is generated from.						
6.8.1	Solve simple (addition, subtraction) equations with one variable using informal and formal methods.						
7.8.1	Understands basic algebraic terms and symbols (e.g. equation, inequality, variable, exponent)						
7.8.1	Understands basic algebraic terms and symbols (e.g. equation, inequality, variable, exponent)						
8.8.1	Use a coordinate grid for a variety of representations (e.g., number, figures, points, lines)						
8.8.2	Solve simple inequalities with rational number solutions, using concrete and informal methods.						
8.8.3	Solve two step equations of one variable using informal and formal methods.						
9- 12.8.1	Understand properties of linear and nonlinear graphs and the relationships between a graph and its corresponding expression (e.g., maximum and minimum points, slopes, intercepts). [<i>Algebra I, II, Geometry, Pre-Calculus</i>]						
9- 12.8.2	Understand the general properties and characteristics of many types of basic functions and their corresponding graphs (e.g., notation and terminology of linear, quadratic, step, absolute value). [<i>Algebra I, II</i>]						

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9- 12.8.3	Understand the general properties and characteristics of many types of trigonometric functions and their corresponding graphs (e.g., sine, cosine). <i>[Pre-Calculus]</i>						
9- 12.8.4	Understand the general properties and characteristics of many types of advanced functions and their corresponding graphs (e.g., exponential, logarithmic). <i>[Pre-Calculus]</i>						
9- 12.8.5	Use a variety of methods (e.g. with graphs, algebraic methods, and matrices) to solve linear and quadratic equations, linear inequalities, and systems of equations and inequalities. <i>[Algebra I, II, Pre-Calculus]</i>						
9- 12.8.6	Understand the basic concept of complex numbers (e.g. conjugate) <i>[Algebra II, Pre-Calculus]</i>						
9- 12.8.7	Understand various applications (compound interest) of formal notation (e.g., sigma notation, factorial representation). <i>[Pre-Calculus]</i>						