

APPROVED FACILITY SCHOOLS CURRICULUM DOCUMENT

SUBJECT: Mathematics

Grade: Pre-Calculus

Strand/Concept	Student Expectation	Student Friendly Learning Objective	Level of Thinking	Academic Vocabulary
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TIMELINE: Quarter 1

<p>Strand: Expressing Geometric Properties with Equations</p> <p>Concept: Translate between the geometric description and the equation for a conic section.</p>	<p>G-GPE.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. I M</p>	<p>I can 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.</p>	<p>Application</p>	<p>Ellipses Foci Hyperbolas</p>
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<p>Colorado SS:</p>				
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<p>Strand: Building Functions</p> <p>Concept: Build new functions from existing functions.</p>	<p>F-BF.4 Find inverse functions.</p> <p>b. Verify by composition that one function is the inverse of another. I M</p> <p>c. Read values of an inverse function from a graph or a table, given that the function has an inverse. I M</p> <p>d. Produce an invertible function from a non-invertible function by restricting the domain. I M</p>	<p>I can find inverse functions.</p> <p>I can verify by composition that one function is the inverse of another.</p> <p>I can read values of an inverse function from a graph or a table, given that the function has an inverse.</p> <p>I can produce an invertible function from a non-invertible function by restricting the domain.</p>	<p>Comprehension</p> <p>Comprehension</p> <p>Comprehension</p> <p>Application</p>	<p>Inverse function</p>
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<p>Strand: Trigonometric Functions</p> <p>Concept: Extend the domain of trigonometric functions using the unit circle.</p>	<p>F-TF.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. I M</p>	<p>I can use special triangles to determine geometrically the values of sine, cosine, tangent for $\pi/3$, $\pi/4$ and $\pi/6$.</p> <p>I can 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.</p>	<p>Application</p> <p>Application</p>	
<p>Colorado SS:</p>				
<p>Strand: Trigonometric Functions</p> <p>Concept: Extend the domain of trigonometric functions using the unit circle.</p>	<p>F-TF.4 Use the unit circle to explain symmetry (odd and even) and periodicity of trigonometric functions. I M</p>	<p>I can use the unit circle to explain symmetry (odd and even) and periodicity of trigonometric functions.</p>	<p>Application</p>	<p>Periodicity</p>
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<p>Strand: Trigonometric Functions</p> <p>Concept: Model periodic phenomena with trigonometric functions.</p>	<p>F-TF.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. I M</p>	<p>I can determine that restricting a trigonometric function to a domain on which it is always increasing or always decreasing allows its inverse to be constructed.</p>	<p>Application</p>	
<p>Colorado SS:</p>				
<p>Strand: Trigonometric Functions</p> <p>Concept: Model periodic phenomena with trigonometric functions.</p>	<p>F-TF.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. I M</p>	<p>I can use inverse functions to solve trigonometric equations that arise in modeling contexts.</p> <p>I can evaluate the solutions using technology, and interpret them in terms of the context.</p>	<p>Application</p> <p>Analysis</p>	
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RESOURCES AND NOTES FOR QUARTER 1:

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TIMELINE: Quarter 2

<p>Strand: Similarity, Right Triangles, and Trigonometry</p> <p>Content: Apply trigonometry to general triangles.</p>	<p>G-SRT.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. I M</p>	<p>I can 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.</p>	<p>Analysis</p>	
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<p>Colorado SS:</p>				
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<p>Strand: Similarity, Right Triangles, and Trigonometry</p> <p>Content: Apply trigonometry to general triangles.</p>	<p>G-SRT.10 Prove the Laws of Sines and Cosines and use them to solve problems. I M</p>	<p>I can prove the Laws of Sines and Cosines and use them to solve problems.</p>	<p>Analysis</p>	<p>Law of Cosines Law of Sines</p>
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<p>Colorado SS:</p>				
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<p>Strand: Similarity, Right Triangles, and Trigonometry</p> <p>Content: Apply trigonometry to general triangles.</p>	<p>G-SRT.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). I M</p>	<p>I can define 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).</p>	<p>Application</p>	<p>Law of Cosines Law of Sines Resultant force</p>
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<p>Strand: Trigonometric Functions</p> <p>Content: Prove and apply trigonometric identities.</p>	<p>T-TF.9 Prove the addition and subtraction formulas for sine, cosine, and tangent and use them to solve problems. I M</p>	<p>I can prove the addition and subtraction formulas for sine, cosine, and tangent.</p> <p>I can use formulas for sine, cosine, and tangent to solve problems.</p>	<p>Analysis</p> <p>Application</p>	

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RESOURCES AND NOTES FOR QUARTER 2 :

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TIMELINE: Quarter 3

<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on matrices and use matrices in applications.</p>	<p>N-VM.6 Use matrices to represent and manipulate data, e.g., to represent payoffs or incidence relationships in a network. IM</p>	<p>I can use matrices to represent and manipulate data, e.g., to represent payoffs or incidence relationships in a network.</p>	<p>Application</p>	<p>Matrices</p>
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<p>Colorado SS:</p>				
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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on matrices and use matrices in applications.</p>	<p>N-VM.7 Multiply matrices by scalars to produce new matrices, e.g., as when all of the payoffs in a game are doubled. IM</p>	<p>I can multiply matrices by scalars to produce new matrices, e.g., as when all of the payoffs in a game are doubled.</p>	<p>Comprehension</p>	<p>Matrices Scalars</p>
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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on matrices and use matrices in applications.</p>	<p>N-VM.8 Add, subtract, and multiply matrices of appropriate dimensions. IM</p>	<p>I can add, subtract, and multiply matrices of appropriate dimensions.</p>	<p>Comprehension</p>	<p>Matrices</p>
<p>Colorado SS:</p>				
<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on matrices and use matrices in applications.</p>	<p>N-VM.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. IM</p>	<p>I can determine that, unlike multiplication of numbers, matrix multiplication for square matrices is not a commutative operation, but still satisfies the associative and distributive properties.</p>	<p>Comprehension</p>	<p>Matrix multiplication</p>
<p>Colorado SS:</p>				
<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on matrices and use matrices in applications.</p>	<p>N-VM.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. IM</p>	<p>I can determine 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.</p>	<p>Comprehension</p>	<p>Determinant Matrices Matrix</p>
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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on matrices and use matrices in applications.</p>	<p>N-VM.12 Work with 2×2 matrices as transformations of the plane, and interpret the absolute value of the determinant in terms of area. I M</p>	<p>I can work with 2×2 matrices as transformations of the plane.</p> <p>I can interpret the absolute value of the determinant in terms of area.</p>	<p>Comprehension</p> <p>Application</p>	<p>Determinant</p>
<p>Colorado SS:</p>				
<p>Strand: Reasoning with Equations and Inequalities</p> <p>Concept: Solve systems of equations.</p>	<p>A-REI.8 Represent a system of linear equations as a single matrix equation in a vector variable. I M</p>	<p>I can represent a system of linear equations as a single matrix equation in a vector variable.</p>	<p>Comprehension</p>	<p>Matrix</p> <p>Vector variable</p>
<p>Colorado SS:</p>				
<p>Strand: Reasoning with Equations and Inequalities</p> <p>Concept: Solve systems of equations.</p>	<p>A.REI.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 3×3 or greater). I M</p>	<p>I can find the inverse of a matrix if it exists.</p> <p>I can use the inverse to solve systems of linear equations (using technology for matrices of dimension 3×3 or greater).</p>	<p>Comprehension</p> <p>Application</p>	<p>Matrix</p>
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<p>Strand: The Complex Number System</p> <p>Concept: Perform arithmetic operations with complex numbers.</p>	<p>N-CN.3 Find the conjugate of a complex number; use conjugates to find moduli and quotients of complex numbers. IM</p>	<p>I can find the conjugate of a complex number.</p> <p>I can use conjugates to find moduli and quotients of complex numbers.</p>	<p>Comprehension</p> <p>Comprehension</p>	<p>Complex number Conjugate Moduli</p>
<p>Colorado SS:</p>				
<p>Strand: The Complex Number System</p> <p>Concept: Represent complex numbers and their operations on the complex plane.</p>	<p>N-CN.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. IM</p>	<p>I can represent complex numbers on the complex plane in rectangular and polar form (including real and imaginary numbers).</p> <p>I can explain why the rectangular and polar forms of a given complex number represent the same number.</p>	<p>Comprehension</p> <p>Application</p>	<p>Complex numbers Polar form Rectangular form</p>
<p>Colorado SS:</p>				

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Strand/Concept	Student Expectation	Student Friendly Learning Objective	Level of Thinking	Academic Vocabulary
<p>Strand: The Complex Number System</p> <p>Concept: Represent complex numbers and their operations on the complex plane.</p>	<p>N-CN.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. IM</p>	<p>I can represent complex numbers on the complex plane in rectangular and polar form (including real and imaginary numbers).</p> <p>I can explain why the rectangular and polar forms of a given complex number represent the same number.</p>	<p>Comprehension</p> <p>Application</p>	<p>Complex numbers Polar form Rectangular form</p>
<p>Colorado SS:</p>				
<p>Strand: The Complex Number System</p> <p>Concept: Represent complex numbers and their operations on the complex plane.</p>	<p>N-CN.5 Represent addition, subtraction, multiplication, and conjugation of complex numbers geometrically on the complex plane; use properties of this representation for computation.</p> <p><i>For example, $(-1 + \sqrt{3}i)^3 = 8$ because $(-1 + \sqrt{3}i)$ has modulus 2 and argument 120°. IM</i></p>	<p>I can represent addition, subtraction, multiplication, and conjugation of complex numbers geometrically on the complex plane.</p> <p>I can use properties of addition, subtraction, multiplication, and conjugation of complex numbers for computation.</p> <p><i>For example, $(-1 + \sqrt{3}i)^3 = 8$ because $(-1 + \sqrt{3}i)$ has modulus 2 and argument 120°.</i></p>	<p>Comprehension</p> <p>Application</p>	<p>Complex plane Conjugation</p>
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<p>Strand: The Complex Number System</p> <p>Concept: Represent complex numbers and their operations on the complex plane.</p>	<p>N-CN.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. I M</p>	<p>I can calculate the distance between numbers in the complex plane as the modulus of the difference.</p> <p>I can calculate the midpoint of a segment as the average of the numbers at its endpoints.</p>	<p>Comprehension</p> <p>Comprehension</p>	<p>Complex plane Modulus</p>
<p>Colorado SS:</p>				
<p>Strand: The Complex Number System</p> <p>Concept: Use complex number in polynomial identities and equations.</p>	<p>N-CN.8 Extend polynomial identities to the complex numbers. <i>For example, rewrite $x^2 + 4$ as $(x + 2i)(x - 2i)$</i> I M</p>	<p>I can extend polynomial identities to the complex numbers. <i>For example, rewrite $x^2 + 4$ as $(x + 2i)(x - 2i)$</i></p>	<p>Application</p>	
<p>Colorado SS:</p>				

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RESOURCES AND NOTES FOR QUARTER 3 :

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TIMELINE: Quarter 4

<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Represent and model with vector quantities.</p>	<p>N-VM.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., v, v, $\ v\$, v). I M</p>	<p>I can recognize vector quantities as having both magnitude and direction.</p> <p>I can represent vector quantities by directed line segments.</p> <p>I can use appropriate symbols for vectors and their magnitudes (e.g., v, v, $\ v\$, v).</p>	<p>Comprehension</p> <p>Comprehension</p> <p>Comprehension</p>	<p>Magnitude</p> <p>Vector quantities</p>
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<p>Colorado SS:</p>				
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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Represent and model with vector quantities.</p>	<p>N-VM.2 Find the components of a vector by subtracting the coordinates of an initial point from the coordinates of a terminal point. I M</p>	<p>I can find the components of a vector by subtracting the coordinates of an initial point from the coordinates of a terminal point.</p>	<p>Comprehension</p>	<p>Terminal point</p>
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<p>Colorado SS:</p>				
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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Represent and model with vector quantities.</p>	<p>N-VM.3 Solve problems involving velocity and other quantities that can be represented by vectors. 1 M</p>	<p>I can solve problems involving velocity and other quantities that can be represented by vectors.</p>	<p>Application</p>	<p>Velocity</p>

<p>Colorado SS:</p>

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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on vectors.</p>	<p>N-VM.4 Add and subtract vectors. IM</p> <p>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. IM</p> <p>b. Given two vectors in magnitude and direction form, determine the magnitude and direction of their sum. IM</p> <p>c. Understand vector subtraction $v - w$ as $v + (-w)$, where $-w$ is the additive inverse of w, with the same magnitude as 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. IM</p>	<p>I can add and subtract vectors.</p> <p>I can add vectors end-to-end, component-wise, and by the parallelogram rule.</p> <p>I can determine that the magnitude of a sum of two vectors is typically not the sum of the magnitudes.</p> <p>Given two vectors in magnitude and direction form, I can determine the magnitude and direction of their sum.</p> <p>I can determine vector subtraction $v - w$ as $v + (-w)$, where $-w$ is the additive inverse of w, with the same magnitude as w and pointing in the opposite direction.</p> <p>I can represent vector subtraction graphically by connecting the tips in the appropriate order.</p> <p>I can perform vector subtraction component-wise.</p>	<p>Comprehension</p> <p>Application</p> <p>Comprehension</p> <p>Application</p> <p>Comprehension</p> <p>Application</p> <p>Application</p>	<p>Component-wise Magnitude</p>

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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on vectors.</p>	<p>N-VM.5 Multiply a vector by a scalar. I M</p> <p>a. Represent scalar multiplication graphically by scaling vectors and possibly reversing their direction; perform scalar multiplication component-wise, e.g., as $c(v_x, v_y) = (cv_x, cv_y)$. I M</p> <p>b. Compute the magnitude of a scalar multiple cv using $\ cv\ = c v$. Compute the direction of cv knowing that when $c v \neq 0$, the direction of cv is either along v (for $c > 0$) or against v (for $c < 0$). I M</p>	<p>I can multiply a vector by a scalar.</p> <p>I can represent scalar multiplication graphically by scaling vectors and possibly reversing their direction.</p> <p>I can perform scalar multiplication component-wise, e.g., as $c(v_x, v_y) = (cv_x, cv_y)$.</p> <p>I can compute the magnitude of a scalar multiple cv using $\ cv\ = c v$.</p> <p>I can compute the direction of cv knowing that when $c v \neq 0$, the direction of cv is either along v (for $c > 0$) or against v (for $c < 0$).</p>	<p>Comprehension</p> <p>Application</p> <p>Application</p> <p>Comprehension</p> <p>Comprehension</p>	<p>Component-wise Scalar</p>

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<p>Strand: Vector Quantities and Matrices</p> <p>Concept: Perform operations on matrices and use matrices in applications.</p>	<p>N-VM.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. IM</p>	<p>I can multiply a vector (regarded as a matrix with one column) by a matrix of suitable dimensions to produce another vector.</p> <p>I can work with matrices as transformations of vectors.</p>	<p>Comprehension</p> <p>Application</p>	<p>Matrix</p>
<p>Colorado SS:</p>				
<p>Strand: Conditional Probability and the Rules of Probability</p> <p>Concept: Use the rules of probability to compute probabilities of compound events in a uniform probability model.</p>	<p>S-CP.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. IM</p>	<p>I can apply the general Multiplication Rule in a uniform probability model, $P(A \text{ and } B) = P(A)P(B A) = P(B)P(A B)$.</p> <p>I can interpret the answer in terms of the uniform probability model.</p>	<p>Comprehension</p> <p>Application</p>	<p>Uniform probability model</p>
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<p>Strand: Using Probability to Make Decisions</p> <p>Concept: Use the rules of probability to compute probabilities of compound events in a uniform probability model.</p>	<p>S-CP.9 Use permutations and combinations to compute probabilities of compound events and solve problems. I M</p>	<p>I can use permutations and combinations to compute probabilities of compound events. I can use permutations and combinations to solve problems.</p>	<p>Comprehension</p> <p>Application</p>	<p>Combinations</p> <p>Compound events</p> <p>Permutation</p>
<p>Colorado SS:</p>				
<p>Strand: Using Probability to Make Decisions</p> <p>Concept: Calculate expected values and use them to solve problems.</p>	<p>S-MD.1 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. I M</p>	<p>I can define a random variable for a quantity of interest by assigning a numerical value to each event in a sample space.</p> <p>I can graph the corresponding probability distribution using the same graphical displays as for data distributions.</p>	<p>Application</p> <p>Comprehension</p>	<p>Data distributions</p> <p>Probability distribution</p> <p>Random variable</p> <p>Sample space</p>
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<p>Strand: Using Probability to Make Decisions</p> <p>Concept: Calculate expected values and use them to solve problems.</p>	<p>S-MD.2 Calculate the expected value of a random variable; interpret it as the mean of the probability distribution. IM</p>	<p>I can calculate the expected value of a random variable.</p> <p>I can interpret the expected value as the mean of the probability distribution.</p>	<p>Comprehension</p> <p>Application</p>	<p>Probability distribution</p> <p>Random variable</p>
<p>Colorado SS:</p>				
<p>Strand: Using Probability to Make Decisions</p> <p>Concept: Calculate expected values and use them to solve problems.</p>	<p>S-MD.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. <i>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.</i> IM</p>	<p>I can develop a probability distribution for a random variable defined for a sample space in which theoretical probabilities can be calculated.</p> <p>I can find the expected value. <i>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.</i></p>	<p>Analysis</p> <p>Application</p>	<p>Probability distribution</p> <p>Random variable</p> <p>Sample space</p> <p>Theoretical probabilities</p>
<p>Colorado SS:</p>				

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Grade: Pre-Calculus

Strand/Concept	Student Expectation	Student Friendly Learning Objective	Level of Thinking	Academic Vocabulary
<p>Strand: Using Probability to Make Decisions</p> <p>Concept: Use probability to evaluate outcomes of decisions.</p>	<p>S-MD.5 Weigh the possible outcomes of a decision by assigning probabilities to payoff values and finding expected values. I M</p> <p>a. Find the expected payoff for a game of chance. <i>For example, find the expected winnings from a state lottery ticket or a game at a fast food restaurant.</i> I M</p> <p>b. Evaluate and compare strategies on the basis of expected values. <i>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.</i> I M</p>	<p>I can weigh the possible outcomes of a decision by assigning probabilities to payoff values and finding expected values.</p> <p>I can find the expected payoff for a game of chance. <i>(For example, find the expected winnings from a state lottery ticket or a game at a fast-food restaurant.)</i></p> <p>I can evaluate and compare strategies on the basis of expected values. <i>(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.)</i></p>	<p>Analysis</p> <p>Application</p> <p>Analysis</p>	<p>Expected values</p>

Colorado SS:

APPROVED FACILITY SCHOOLS CURRICULUM DOCUMENT

SUBJECT: Mathematics

Grade: Pre-Calculus

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<p>Strand: Using Probability to Make Decisions</p> <p>Concept: Use probability to evaluate outcomes of decisions.</p>	<p>S-MD.6 Use probabilities to make fair decisions (e.g., drawing by lots, using a random number generator). I M</p>	<p>I can use probabilities to make fair decisions (e.g., drawing by lots, using a random number generator).</p>	<p>Application</p>	
<p>Colorado SS:</p>				
<p>Strand: Using Probability to Make Decisions</p> <p>Concept: Use probability to evaluate outcomes of decisions.</p>	<p>S-MD.7 Analyze decisions and strategies using probability concepts (e.g., product testing, medical testing, pulling a hockey goalie at the end of a game). I M</p>	<p>I can analyze decisions and strategies using probability concepts (e.g., product testing, medical testing, pulling a hockey goalie at the end of a game).</p>	<p>Analysis</p>	
<p>Colorado SS:</p>				

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RESOURCES AND NOTES FOR QUARTER 4 :