



# Contemporary Mathematics in Context

A Unified Approach  
**Course 4**  
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STANDARDS	PAGE REFERENCES
<p><b>Standard 4.1 (Number and Numerical Operations) ALL STUDENTS WILL DEVELOP NUMBER SENSE AND WILL PERFORM STANDARD NUMERICAL OPERATIONS AND ESTIMATIONS ON ALL TYPES OF NUMBERS IN A VARIETY OF WAYS.</b></p>	
<p><b>Building upon knowledge and skills gained in preceding grades, by the end of Grade 12, students will:</b></p>	
<p><b>A. Number Sense</b></p>	
<p>1. Extend understanding of the number system to all real numbers.</p>	<p><b>Student Edition:</b> 165 #4c, 176 #2, 387 #5, 393 #7, 395 #b, 401 #1, 403 #4a, 440 #2a, 442 #7, 454 #2 <i>Checkpoint</i> 168, 395, 443 <b>Teacher Classroom Resources:</b> <i>Master</i> 133</p>
<p>2. Compare and order rational and irrational numbers.</p>	<p><b>Student Edition:</b> 390, 593 #1</p>
<p>3. Develop conjectures and informal proofs of properties of number systems and sets of numbers.</p>	<p><b>Student Edition:</b> 165 #4c, 176 #2, 387 #5, 393 #7, 395 #b, 401 #1, 403 #4a, 440 #2a, 442 #7, 454 #2 <i>Checkpoint</i> 168, 395, 443 <b>Teacher Classroom Resources:</b> <i>Master</i> 133</p>

STANDARDS	PAGE REFERENCES
<b>B. Numerical Operations</b>	
1. Extend understanding and use of operations to real numbers and algebraic procedures.	<b>Student Edition:</b> 165 #4c, 176 #2, 387 #5, 393 #7, 395 #b, 401 #1, 403 #4a, 440 #2a, 442 #7, 454 #2 <i>Checkpoint</i> 168, 395, 443 <b>Teacher Classroom Resources:</b> <i>Master</i> 133
2. Develop, apply, and explain methods for solving problems involving rational and negative exponents.	<b>Student Edition:</b> 51 #10, 107 #10, 239 #9, 257 #10, 299 #10, 353 #10, 641 #10
3. Perform operations on matrices. <ul style="list-style-type: none"> <li>• Addition and subtraction</li> <li>• Scalar multiplication</li> </ul>	<b>Student Edition:</b> 367 #3
4. Understand and apply the laws of exponents to simplify expressions involving numbers raised to powers.	<b>Student Edition:</b> 159-163, 164 #1, 165 #4, 166 #56, 167 #7, 175 #3 <i>Checkpoint</i> 168 <b>Teacher's Guide:</b> CMT T206, T212; I T201, T207 <b>Teacher Classroom Resources:</b> <i>Master</i> 65a, 65b, 66
<b>C. Estimation</b>	
1. Recognize the limitations of estimation, assess the amount of error resulting from estimation, and determine whether the error is within acceptable tolerance limits.	<b>Student Edition:</b> 628-639
<b>Standard 4.2 (Geometry and Measurement) ALL STUDENTS WILL DEVELOP SPATIAL SENSE AND THE ABILITY TO USE GEOMETRIC PROPERTIES, RELATIONSHIPS, AND MEASUREMENT TO MODEL, DESCRIBE AND ANALYZE PHENOMENA.</b>	
<b>A. Geometric Properties</b>	
1. Use geometric models to represent real-world situations and objects and to solve problems using those models (e.g., use Pythagorean theorem to decide whether an object can fit through a doorway).	<b>Student Edition:</b> 66 #3, 397 #2, 418-419 #4, 420 #3, 422 #1, 431 #5, 514, 523 #1, 535 #1, 573 #1
2. Draw perspective views of 3D objects on isometric dot paper, given 2D representations (e.g., nets or projective views).	<b>Student Edition:</b> 514-517, 523-526, 527-534, 538-539 #1, 540 #2, 547-551, 552-554, 557 #5, 558-561, 566 #2

STANDARDS	PAGE REFERENCES
<p>3. Apply the properties of geometric shapes.</p> <ul style="list-style-type: none"> <li>• Parallel lines - transversal, alternate interior angles, corresponding angles</li> <li>• Triangles <ul style="list-style-type: none"> <li>a. Conditions for congruence</li> <li>b. Segment joining midpoints of two sides is parallel to and half the length of the third side</li> <li>c. Triangle inequality</li> </ul> </li> <li>• Minimal conditions for a shape to be a special quadrilateral</li> <li>• Circles - arcs, central and inscribed angles, chords, tangents</li> <li>• Self-similarity</li> </ul>	<p><b>Student Edition:</b> 119-122</p> <p><b>Teacher Classroom Resources:</b> <i>Master 53, 55</i></p>
<p>4. Use reasoning and some form of proof to verify or refute conjectures and theorems.</p> <ul style="list-style-type: none"> <li>• Verification or refutation of proposed proofs</li> <li>• Simple proofs involving congruent triangles</li> <li>• Counterexamples to incorrect conjectures</li> </ul>	<p><b>Student Edition:</b> 258, 259-263, 264-267, 272 #4</p> <p><b>Teacher's Guide:</b> CMT T312</p> <p><b>Teacher Classroom Resources:</b> <i>Assessment 126-128, 129-131</i> <i>Master 89a-89c, 90, 91</i></p>
<b>B. Transforming Shapes</b>	
<p>1. Determine, describe, and draw the effect of a transformation, or a sequence of transformations, on a geometric or algebraic object, and, conversely, determine whether and how one object can be transformed to another by a transformation or a sequence of transformations.</p>	<p><b>Student Edition:</b> 21 #5, 159 #2, 457 #7, 476 #2, 479 #10, 481 #3, 507 #7, 544 #4, 545 #7, 571 #7, 599 #7</p> <p><i>Think About This Situation 480</i></p>
<p>2. Recognize three-dimensional figures obtained through transformations of two-dimensional figures (e.g., cone as rotating an isosceles triangle about an altitude), using software as an aid to visualization.</p>	<p><b>Student Edition:</b> 557 #5, 558 #1, 559 #4, 560 #9</p> <p><i>Checkpoint 561</i></p>
<p>3. Determine whether two or more given shapes can be used to generate a tessellation.</p>	<p>This standard can be met in Glencoe's <i>Contemporary Mathematics in Context Course 1</i> © 2003 on pages 390-392, 405-407.</p>

STANDARDS	PAGE REFERENCES
<p>4. Generate and analyze iterative geometric patterns.</p> <ul style="list-style-type: none"> <li>• Fractals (e.g., Sierpinski's Triangle)</li> <li>• Patterns in areas and perimeters of self-similar figures</li> <li>• Outcome of extending iterative process indefinitely</li> </ul>	<p><b>Student Edition:</b> 151 #4, 667-670</p>
<p><b>C. Coordinate Geometry</b></p>	
<p>1. Use coordinate geometry to represent and verify properties of lines.</p> <ul style="list-style-type: none"> <li>• Distance between two points</li> <li>• Midpoint and slope of a line segment</li> <li>• Finding the intersection of two lines</li> <li>• Lines with the same slope are parallel</li> <li>• Lines that are perpendicular have slopes whose product is -1</li> </ul>	<p>This standard can be met in Glencoe's <i>Contemporary Mathematics in Context Course 3</i> © 2003 on pages 19 #2-#3, 242 #4, 558-561.</p>
<p>2. Show position and represent motion in the coordinate plane using vectors.</p> <ul style="list-style-type: none"> <li>• Addition and subtraction of vectors</li> </ul>	<p><b>Student Edition:</b> 80-86, 87-90, 91-94, 95-98, 99-105</p> <p><b>Teacher's Guide:</b> CMT T106, T113, T121; N T117</p> <p><b>Teacher Classroom Resources:</b> <i>Assessment</i> 42-45, 46-49 <i>Master</i> 40, 42, 43</p>
<p><b>D. Units of Measurement</b></p>	
<p>1. Understand and use the concept of significant digits.</p>	<p>This standard can be met in Glencoe's <i>Contemporary Mathematics in Context Course 2</i> © 2003 on pages 213 and 410 #2.</p>
<p>2. Choose appropriate tools and techniques to achieve the specified degree of precision and error needed in a situation.</p> <ul style="list-style-type: none"> <li>• Degree of accuracy of a given measurement tool</li> <li>• Finding the interval in which a computed measure (e.g., area or volume) lies, given the degree of precision of linear measurements</li> </ul>	<p>This standard can be met in Glencoe's <i>Contemporary Mathematics in Context Course 2</i> © 2003 on pages 213 and 410 #2.</p>

STANDARDS	PAGE REFERENCES
<b>E. Measuring Geometric Objects</b>	
1. Use techniques of indirect measurement to represent and solve problems. <ul style="list-style-type: none"> <li>• Similar triangles</li> <li>• Pythagorean theorem</li> <li>• Right triangle trigonometry (sine, cosine, tangent)</li> </ul>	<b>Student Edition:</b> 89 #6
2. Use a variety of strategies to determine perimeter and area of plane figures and surface area and volume of 3D figures. <ul style="list-style-type: none"> <li>• Approximation of area using grids of different sizes</li> <li>• Finding which shape has minimal (or maximal) area, perimeter, volume, or surface area under given conditions using graphing calculators, dynamic geometric software, and/or spreadsheets</li> <li>• Estimation of area, perimeter, volume, and surface area</li> </ul>	<b>Student Edition:</b> 565 #4
<b>Standard 4.3 (Patterns and Algebra) ALL STUDENTS WILL REPRESENT AND ANALYZE RELATIONSHIPS AMONG VARIABLE QUANTITIES AND SOLVE PROBLEMS INVOLVING PATTERNS, FUNCTIONS, AND ALGEBRAIC CONCEPTS AND PROCESSES.</b>	
<b>A. Patterns</b>	
1. Use models and algebraic formulas to represent and analyze sequences and series. <ul style="list-style-type: none"> <li>• Explicit formulas for <math>n^{\text{th}}</math> terms</li> <li>• Sums of finite arithmetic series</li> <li>• Sums of finite and infinite geometric series</li> </ul>	<b>Student Edition:</b> 259-267, 648-652, 653-656, 657-660, 666-670, 689 #2 <i>Think About This Situation</i> 258 <b>Teacher's Guide:</b> A T786; LO T781; SS T786
2. Develop an informal notion of limit.	<b>Student Edition:</b> 60-63, 67 #1, 68 #2, 69 #1, 70 #2, 71 #4, 74-75 #1, 403 #4 <b>Teacher's Guide:</b> CMT T75; I T73

STANDARDS	PAGE REFERENCES
3. Use inductive reasoning to form generalizations.	<b>Student Edition:</b> 258, 259-263, 264-267, 272 #4 <b>Teacher's Guide:</b> CMT T43; I T472 <b>Teacher Classroom Resources:</b> <i>Assessment</i> 126-128, 129-131 <i>Master</i> 89a-89c, 90, 91
<b>B. Functions and Relationships</b>	
1. Understand relations and functions and select, convert flexibly among, and use various representations for them, including equations or inequalities, tables, and graphs.	<b>Student Edition:</b> 37-40, 407 #1, 410 #5, 413 #2, 421 #5 <i>On Your Own</i> 412 <b>Teacher's Guide:</b> CMT T312 <b>Teacher Classroom Resources:</b> <i>Master</i> 20, 21
2. Analyze and explain the general properties and behavior of functions of one variable, using appropriate graphing technologies. <ul style="list-style-type: none"> <li>• Slope of a line or curve</li> <li>• Domain and range</li> <li>• Intercepts</li> <li>• Continuity</li> <li>• Maximum/minimum</li> <li>• Estimating roots of equations</li> <li>• Intersecting points as solutions of systems of equations</li> <li>• Rates of change</li> </ul>	<b>Student Edition:</b> 368 #1, 371 #5, 404 #5, 406-411, 412-415, 416-425, 432 #10, 457 #7 <i>Checkpoint</i> 365, 433
3. Understand and perform transformations on commonly-used functions. <ul style="list-style-type: none"> <li>• Translations, reflections, dilations</li> <li>• Effects on linear and quadratic graphs of parameter changes in equations</li> <li>• Using graphing calculators or computers for more complex functions</li> </ul>	<b>Student Edition:</b> 21 #5, 159 #2, 457 #7, 476 #2, 479 #10, 481 #3, 507 #7, 544 #4, 545 #7, 571 #7, 599 #7 <i>Think About This Situation</i> 480

STANDARDS	PAGE REFERENCES
<p>4. Understand and compare the properties of classes of functions, including exponential, polynomial, rational, and trigonometric functions.</p> <ul style="list-style-type: none"> <li>• Linear vs. non-linear</li> <li>• Symmetry</li> <li>• Increasing/decreasing on an interval</li> </ul>	<p><b>Student Edition:</b> 158-163, 164-167, 168-172, 175-177, 360-365, 366-367, 368-372, 436-439, 440-443, 448-450</p>
<p><b>C. Modeling</b></p>	
<p>1. Use functions to model real-world phenomena and solve problems that involve varying quantities.</p> <ul style="list-style-type: none"> <li>• Linear, quadratic, exponential, periodic (sine and cosine), and step functions (e.g., price of mailing a first-class letter over the past 200 years)</li> <li>• Direct and inverse variation</li> <li>• Absolute value</li> <li>• Expressions, equations and inequalities</li> <li>• Same function can model variety of phenomena</li> <li>• Growth/decay and change in the natural world</li> <li>• Applications in mathematics, biology, and economics (including compound interest)</li> </ul>	<p><b>Student Edition:</b> 24 #4, 25 #9, 26 #11, 124 #3, 128 #5, 130 #2, 132 #4, 166 #5, 171 #4</p>
<p>2. Analyze and describe how a change in an independent variable leads to change in a dependent one.</p>	<p><b>Student Edition:</b> <i>Checkpoint 172</i></p>
<p>3. Convert recursive formulas to linear or exponential functions (e.g., Tower of Hanoi and doubling).</p>	<p><b>Student Edition:</b> 264 #2</p>
<p><b>D. Procedures</b></p>	
<p>1. Evaluate and simplify expressions.</p> <ul style="list-style-type: none"> <li>• Add and subtract polynomials</li> <li>• Multiply a polynomial by a monomial or binomial</li> <li>• Divide a polynomial by a monomial</li> </ul>	<p><b>Student Edition:</b> 20 #4, 21 #10, 51 #10, 72 #2, 73 #9, 134 #2, 178 #2</p>

STANDARDS	PAGE REFERENCES
2. Select and use appropriate methods to solve equations and inequalities. <ul style="list-style-type: none"> <li>• Linear equations - algebraically</li> <li>• Quadratic equations - factoring (when the coefficient of <math>x^2</math> is 1) and using the quadratic formula</li> <li>• All types of equations using graphing, computer, and graphing calculator techniques</li> </ul>	<b>Student Edition:</b> 361-365, 456 #5, 480-484, 485-486, 487-491 <b>Teacher's Guide:</b> CMT T568, T571; I T563
3. Judge the meaning, utility, and reasonableness of the results of symbol manipulations, including those carried out by technology.	<b>Student Edition:</b> 30 #3, 49 #4, 55 #2, 88 #4, 109 #1e, 153 #5c, 630 #2c <i>Checkpoint 35</i> <i>On Your Own 37</i>
<p style="text-align: center;"><b>Standard 4.4 (Data Analysis, Probability, and Discrete Mathematics) ALL STUDENTS WILL DEVELOP AN UNDERSTANDING OF THE CONCEPTS AND TECHNIQUES OF DATA ANALYSIS, PROBABILITY, AND DISCRETE MATHEMATICS, AND WILL USE THEM TO MODEL SITUATIONS, SOLVE PROBLEMS, AND ANALYZE AND DRAW APPROPRIATE INFERENCES FROM DATA.</b></p>	
<p><b>A. Data Analysis</b></p>	
1. Use surveys and sampling techniques to generate data and draw conclusions about large groups. <ul style="list-style-type: none"> <li>• Advantages/disadvantages of sample selection methods (e.g., convenience sampling, responses to survey, random sampling)</li> </ul>	<b>Student Edition:</b> 277 #1, 324 #3 <i>On Your Own 325</i> <i>Think About This Situation 318</i>
2. Evaluate the use of data in real-world contexts. <ul style="list-style-type: none"> <li>• Accuracy and reasonableness of conclusions drawn</li> <li>• Bias in conclusions drawn (e.g., influence of how data is displayed)</li> <li>• Statistical claims based on sampling</li> </ul>	<b>Student Edition:</b> 323 #2, 324 #3, 326 #1-#2, 334 #3, 335 #5, 336 #7, 344 #1, 345 #2, 348 #1 <i>On Your Own 325</i> <i>Think About This Situation 332</i>
3. Design a statistical experiment, conduct the experiment, and interpret and communicate the outcome.	<b>Student Edition:</b> 277 #1, 324 #3 <i>On Your Own 325</i> <i>Think About This Situation 318</i>

STANDARDS	PAGE REFERENCES
<p>4. Estimate or determine lines of best fit (or curves of best fit if appropriate) with technology, and use them to interpolate within the range of the data.</p>	<p><b>Student Edition:</b> 180-185, 186-189, 190 #2, 191 #3, 192 #1, 195 #3, 198-201, 202-203 #1, 212 #8 <i>On Your Own</i> 412 <b>Teacher's Guide:</b> I T232; N T232 <b>Teacher Classroom Resources:</b> <i>Master 70, 72</i></p>
<p>5. Analyze data using technology, and use statistical terminology to describe conclusions.</p> <ul style="list-style-type: none"> <li>• Measures of dispersion: variance, standard deviation, outliers</li> <li>• Correlation coefficient</li> <li>• Normal distribution (e.g., approximately 95% of the sample lies between two standard deviations on either side of the mean)</li> </ul>	<p><b>Student Edition:</b> 205 #1, 307-310, 319-322, 323-325, 326-329</p>
<b>B. Probability</b>	
<p>1. Calculate the expected value of a probability-based game, given the probabilities and payoffs of the various outcomes, and determine whether the game is fair.</p>	<p>This standard can be met in Glencoe's <i>Contemporary Mathematics in Context Course 3</i> © 2003 on pages 398 #3 and 412 #1.</p>
<p>2. Use concepts and formulas of area to calculate geometric probabilities.</p>	<p>This standard can be met in Glencoe's <i>Contemporary Mathematics in Context Course 3</i> © 2003 on page 492 #2. Also see Glencoe's <i>Geometry</i> © 2005 on pages 622-627.</p>
<p>3. Model situations involving probability with simulations (using spinners, dice, calculators and computers) and theoretical models, and solve problems using these models.</p>	<p><b>Student Edition:</b> 241 #1</p>
<p>4. Determine probabilities in complex situations.</p> <ul style="list-style-type: none"> <li>• Conditional events</li> <li>• Complementary events</li> <li>• Dependent and independent events</li> </ul>	<p><b>Student Edition:</b> 252 #1</p>
<p>5. Estimate probabilities and make predictions based on experimental and theoretical probabilities.</p>	<p><b>Student Edition:</b> 241 #1, 242 #3, 243 #5, 250 #2, 251 #3, 253 #4, 254 #1 <b>Teacher's Guide:</b> CMT T293; I T290 <b>Teacher Classroom Resources:</b> <i>Master 85</i></p>

STANDARDS	PAGE REFERENCES
6. Understand and use the “law of large numbers” (that experimental results tend to approach theoretical probabilities after a large number of trials).	This standard can be met in Glencoe’s <i>Contemporary Mathematics in Context Course 3</i> © 2003 on page 411 #2.
<b>C. Discrete Mathematics -- Systematic Listing and Counting</b>	
1. Calculate combinations with replacement (e.g., the number of possible ways of tossing a coin 5 times and getting 3 heads) and without replacement (e.g., number of possible delegations of 3 out of 23 students).	<b>Student Edition:</b> 216-222, 223-231, 232-237, 241-249, 250-255
2. Apply the multiplication rule of counting in complex situations, recognize the difference between situations with replacement and without replacement, and recognize the difference between ordered and unordered counting situations.	<b>Student Edition:</b> 219 #2, 220 #4, 237 #5
3. Justify solutions to counting problems.	<b>Student Edition:</b> 216-222, 223-231, 232-237, 241-249, 250-255
4. Recognize and explain relationships involving combinations and Pascal’s Triangle, and apply those methods to situations involving probability.	<b>Student Edition:</b> 245-249, 251 #5
<b>D. Discrete Mathematics -- Vertex-Edge Graphs and Algorithms</b>	
1. Use vertex-edge graphs and algorithmic thinking to represent and solve practical problems. <ul style="list-style-type: none"> <li>• Circuits that include every edge in a graph</li> <li>• Circuits that include every vertex in a graph</li> <li>• Scheduling problems (e.g., when project meetings should be scheduled to avoid conflicts) using graph coloring</li> <li>• Applications to science (e.g., who-eats-whom graphs, genetic trees, molecular structures)</li> </ul>	<b>Student Edition:</b> 253 #5
2. Explore strategies for making fair decisions. <ul style="list-style-type: none"> <li>• Combining individual preferences into a group decision (e.g., determining winner of an election or selection process)</li> <li>• Determining how many Student Council representatives each class (9<sup>th</sup>, 10<sup>th</sup>, 11<sup>th</sup>, and 12<sup>th</sup> grade) gets when the classes have unequal sizes (apportionment)</li> </ul>	<b>Student Edition:</b> 225 #4, 226 #5, 227 #9 <i>On Your Own</i> 229

STANDARDS	PAGE REFERENCES
<p><b>Standard 4.5 (Mathematical Processes) ALL STUDENTS WILL USE MATHEMATICAL PROCESSES OF PROBLEM SOLVING, COMMUNICATION, CONNECTIONS, REASONING, REPRESENTATIONS, AND TECHNOLOGY TO SOLVE PROBLEMS AND COMMUNICATE MATHEMATICAL IDEAS.</b></p>	
<p><b>Cumulative Progress Indicators</b>  <b>At each grade level, with respect to content appropriate for that grade level, students will:</b></p>	
<p><b>A. Problem Solving</b></p>	
<p>1. Learn mathematics through problem solving, inquiry, and discovery.</p>	<p><b>Student Edition:</b>  3 #1, 9 #1, 26 #11, 41 #2, 48 #3, 81 #1, 84 #4,  117 #5, 137 #4, 166 #5, 173 #2, 174 #3  <i>On Your Own</i> 6, 172, 189</p>
<p>2. Solve problems that arise in mathematics and in other contexts (cf. workplace readiness standard 8.3).</p> <ul style="list-style-type: none"> <li>• Open-ended problems</li> <li>• Non-routine problems</li> <li>• Problems with multiple solutions</li> <li>• Problems that can be solved in several ways</li> </ul>	<p><b>Student Edition:</b>  3 #1, 9 #1, 26 #11, 41 #2, 48 #3, 81 #1, 84 #4,  117 #5, 137 #4, 166 #5, 173 #2, 174 #3  <i>On Your Own</i> 6, 172, 189</p>
<p>3. Select and apply a variety of appropriate problem-solving strategies (e.g., try a simpler problem or make a diagram) to solve problems.</p>	<p><b>Student Edition:</b>  3 #1, 9 #1, 26 #11, 41 #2, 48 #3, 81 #1, 84 #4,  117 #5, 137 #4, 166 #5, 173 #2, 174 #3  <i>On Your Own</i> 6, 172, 189</p>
<p>4. Pose problems of various types and levels of difficulty.</p>	<p><b>Student Edition:</b>  <i>Checkpoint</i> 8, 27, 31, 35, 40, 55, 59, 85, 97, 114,  126, 139, 146, 163, 172</p>
<p>5. Monitor their progress and reflect on the process of their problem-solving activity.</p>	<p><b>Student Edition:</b>  <i>Checkpoint</i> 59, 90, 118</p>
<p><b>B. Communication</b></p>	
<p>1. Use communication to organize and clarify their mathematical thinking.</p> <ul style="list-style-type: none"> <li>• Reading and writing</li> <li>• Discussion, listening, and questioning</li> </ul>	<p><b>Student Edition:</b>  <i>Checkpoint</i> 8, 27, 31, 35, 40, 55, 59, 85, 97, 114,  126, 139, 146, 163, 172</p>
<p>2. Communicate their mathematical thinking coherently and clearly to peers, teachers, and others, both orally and in writing.</p>	<p><b>Student Edition:</b>  <i>Checkpoint</i> 8, 27, 31, 35, 40, 55, 59, 85, 97, 114,  126, 139, 146, 163, 172</p>
<p>3. Analyze and evaluate the mathematical thinking and strategies of others.</p>	<p><b>Student Edition:</b>  <i>Checkpoint</i> 8, 27, 31, 35, 40, 55, 59, 85, 97, 114,  126, 139, 146, 163, 172</p>

STANDARDS	PAGE REFERENCES
4. Use the language of mathematics to express mathematical ideas precisely.	<b>Student Edition:</b> <i>Checkpoint 8, 27, 31, 35, 40, 55, 59, 85, 97, 114, 126, 139, 146, 163, 172</i>
<b>C. Connections</b>	
1. Recognize recurring themes across mathematical domains (e.g., patterns in number, algebra, and geometry).	<b>Student Edition:</b> 173 #1, 245 #2, 251 #5, 255 #4
2. Use connections among mathematical ideas to explain concepts (e.g., two linear equations have a unique solution because the lines they represent intersect at a single point).	<b>Student Edition:</b> 16 #1
3. Recognize that mathematics is used in a variety of contexts outside of mathematics.	<b>Student Edition:</b> 3 #1, 9 #1, 26 #11, 41 #2, 48 #3, 81 #1, 84 #4, 117 #5, 137 #4, 166 #5, 173 #2, 174 #3 <i>On Your Own 6, 172, 189</i>
4. Apply mathematics in practical situations and in other disciplines.	<b>Student Edition:</b> 3 #1, 9 #1, 26 #11, 41 #2, 48 #3, 81 #1, 84 #4, 117 #5, 137 #4, 166 #5, 173 #2, 174 #3 <i>On Your Own 6, 172, 189</i>
5. Trace the development of mathematical concepts over time and across cultures (cf. world languages and social studies standards).	<b>Student Edition:</b> 46 #6, 131 #5, 198, 235 #1, 246 #3, 389, 390, 597 #5, 609 #6
6. Understand how mathematical ideas interconnect and build on one another to produce a coherent whole.	<b>Student Edition:</b> 173 #1, 245 #2, 251 #5, 255 #4
<b>D. Reasoning</b>	
1. Recognize that mathematical facts, procedures, and claims must be justified.	<b>Student Edition:</b> 258, 259-263, 264-267, 272 #4 <b>Teacher's Guide:</b> CMT T312 <b>Teacher Classroom Resources:</b> <i>Assessment 126-128, 129-131</i> <i>Master 89a-89c, 90, 91</i>

STANDARDS	PAGE REFERENCES
2. Use reasoning to support their mathematical conclusions and problem solutions.	<b>Student Edition:</b> 258, 259-263, 264-267, 272 #4 <b>Teacher's Guide:</b> CMT T312 <b>Teacher Classroom Resources:</b> <i>Assessment</i> 126-128, 129-131 <i>Master</i> 89a-89c, 90, 91
3. Select and use various types of reasoning and methods of proof.	<b>Student Edition:</b> 258, 259-263, 264-267, 272 #4 <b>Teacher's Guide:</b> CMT T312 <b>Teacher Classroom Resources:</b> <i>Assessment</i> 126-128, 129-131 <i>Master</i> 89a-89c, 90, 91
4. Rely on reasoning, rather than answer keys, teachers, or peers, to check the correctness of their problem solutions.	<b>Student Edition:</b> <i>Checkpoint</i> 59, 90, 118
5. Make and investigate mathematical conjectures. <ul style="list-style-type: none"> <li>• Counterexamples as a means of disproving conjectures</li> <li>• Verifying conjectures using informal reasoning or proofs</li> </ul>	<b>Student Edition:</b> 258, 259-263, 264-267, 272 #4 <b>Teacher's Guide:</b> CMT T312 <b>Teacher Classroom Resources:</b> <i>Assessment</i> 126-128, 129-131 <i>Master</i> 89a-89c, 90, 91
6. Evaluate examples of mathematical reasoning and determine whether they are valid.	<b>Student Edition:</b> 258, 259-263, 264-267, 272 #4 <b>Teacher's Guide:</b> CMT T312 <b>Teacher Classroom Resources:</b> <i>Assessment</i> 126-128, 129-131 <i>Master</i> 89a-89c, 90, 91

STANDARDS	PAGE REFERENCES
<b>E. Representations</b>	
1. Create and use representations to organize, record, and communicate mathematical ideas. <ul style="list-style-type: none"> <li>• Concrete representations (e.g., base-ten blocks or algebra tiles)</li> <li>• Pictorial representations (e.g., diagrams, charts, or tables)</li> <li>• Symbolic representations (e.g., a formula)</li> <li>• Graphical representations (e.g., a line graph)</li> </ul>	<b>Student Edition:</b> 12 #1, 66 #3, 159, 167 #6, 218 #2, 282 #1, 397 #2, 403 #4, 527 <i>Checkpoint 185</i>
2. Select, apply, and translate among mathematical representations to solve problems.	<b>Student Edition:</b> 173 #1, 245 #2, 251 #5, 255 #4
3. Use representations to model and interpret physical, social, and mathematical phenomena.	<b>Student Edition:</b> 24 #4, 25 #9, 26 #11, 124 #3, 128 #5, 130 #2, 132 #4, 166 #5, 171 #4
<b>F. Technology</b>	
1. Use technology to gather, analyze, and communicate mathematical information.	<b>Student Edition:</b> 29 #2, 109 #2, 161 #5, 288 #9, 328 #1, 390 #d, 649-652
2. Use computer spreadsheets, software, and graphing utilities to organize and display quantitative information.	<b>Student Edition:</b> 109 #2, 649-652, 658-660, 661-663
3. Use graphing calculators and computer software to investigate properties of functions and their graphs.	<b>Student Edition:</b> 29 #2, 109 #2, 161 #5, 446 #6, 557 #5
4. Use calculators as problem-solving tools (e.g., to explore patterns, to validate solutions).	<b>Student Edition:</b> 29 #2, 75 #1e, 109 #2, 161 #5, 288 #9, 328 #1, 390 #d, 557 #5
5. Use computer software to make and verify conjectures about geometric objects.	<b>Student Edition:</b> 557 #5c
6. Use computer-based laboratory technology for mathematical applications in the sciences.	<b>Student Edition:</b> 8 #4