Tech Algebra III District 2853

Month	Content	Performance Standards	Skills for Student	Assessment
		Addressed	Achievement	
		Grades 9-11		
		Grades 11-12		

Contomber		Algobro		Understand and use terms	
September	Trigonometry	- Berichmark #11 Mathematical Reasoning - Benchmark #3 Computation & Operation - Benchmarks #1, #2, #5 Geometry		Understand and use terms leg, hypotenuse, special triangles, sine, arc cosine, and arc tangent to solve problems	Test/Quiz Daily Solve Real-World Problems Using Trigonometry
October	Trig with Real Numbers	- Benchmark #4 Computation & Operation - Benchmark #3	Geometry - Benchmarks #3, #4, #5, #6, #8	 Understand and use graphs of functions to solve problems by using y = C + A sine B (-D) and amplitude, wave length, center, period and frequency 	Test/Quiz Daily
November	Factoring	Algebra - Benchmarks #1, #4	Algebra - Benchmarks #3, #10	Solve problems that use	Test/Quiz Daily
December	Patterns and Functions	Geometry - Benchmark #5 Algebra - Benchmarks #5, #9		 Use patterns to solve problems Use patterns to determine relationships and functions Represent relations using: graphs, tables, ordered pairs equations and words Graph equations Understand and use domain and range 	Test/Quiz Daily Understand Relationships of Functions
January	Quadratic Functions	Algebra - Benchmark #8		Solve quadratics using graphing, factoring, and the quadratic formula	Test/Quiz Daily
February	Systems of Equations	Algebra - Benchmarks #11, #12		Solve systems of equations using: graphing, substitution, subtraction, determinants, etc.	Use systems of equations to solve problems
March	Inequalities	Algebra - Benchmarks #2, #4, #7		 Relate numbers using <, >, =, etc. Use number line to solve problems Determine absolute value Graph linear inequalities 	Test/Quiz Daily
April	Trigonometry	y		Apply Geometry and Trigonometry to solve problems involving irregularly shaped figures	Use Trigonometry to solve Problems

May	Geometry	Geometry - Benchmark #6 intro.			Use transformations scale, translation, and rotation to	
		only		solve	problems	Problems