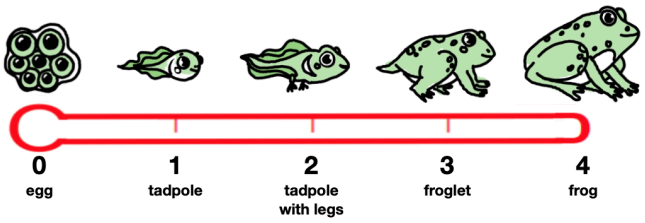
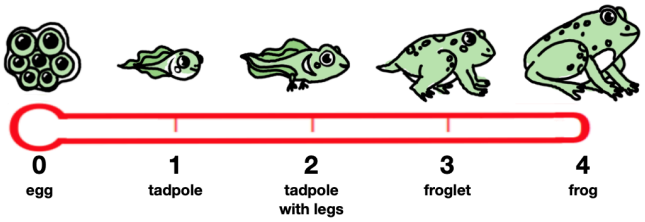
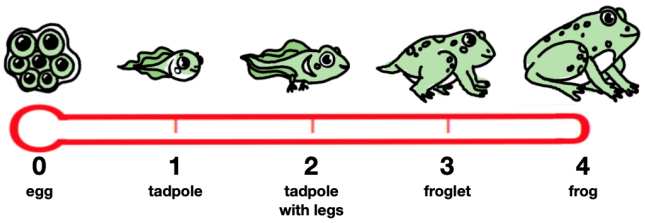
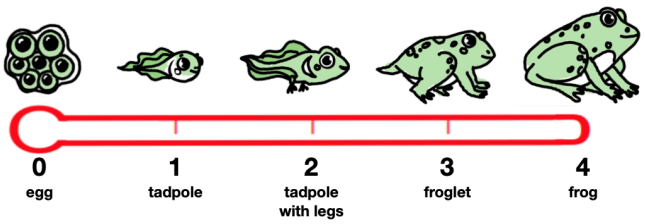
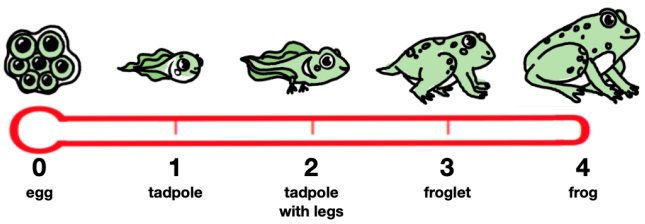
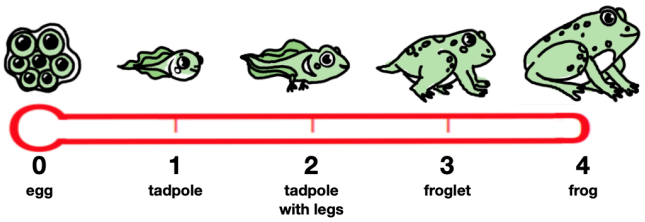
1	**Venn Diagrams** • I can draw Venn diagrams to organize data and show relationships between sets within a sample space. • I can identify subsets, unions, intersections, and complements within a sample space.	 **first try:** 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3
2	**Overlapping Probability** • I can use two-way tables and Venn diagrams to organize overlapping events. • I can find the probability of overlapping events.	 **first try:** 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3
3	**Compound Probability** • I can determine if two events are independent or dependent. • I can find the probability of multiple events with and without replacement.	 **first try:** 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3
4	**Linear Patterns** • I can write **explicit** equations to describe linear sequences, graphs, and situations in context. • I can write **recursive** equations to describe linear sequences, graphs, and situations in context.	 **first try:** 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3
5	**Exponential Patterns** • I can write **explicit** equations to describe exponential sequences, graphs, and situations in context. • I can write **recursive** equations to describe exponential sequences, graphs, and situations in context.	 **first try:** 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

6

Quadratic Patterns

- I can write **explicit** equations to describe quadratic sequences, graphs, and situations in context.
- I can write **recursive** equations to describe quadratic sequences, graphs, and situations in context.

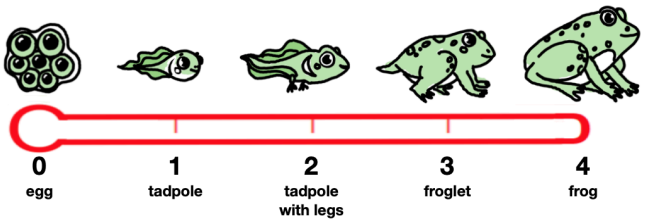


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

7

Polynomial Operations

- I can combine like terms when adding and subtracting polynomials.
- I can use the distributive property when multiplying polynomials.

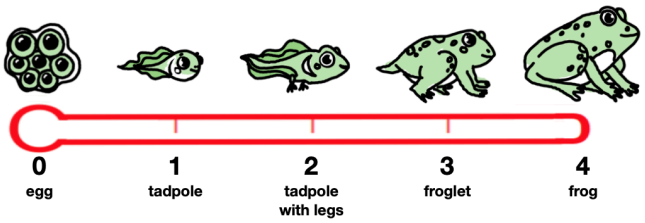


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

8

Function Transformations

- I can transform graphs of functions using slides, scales, flips, and absolute value.
- I can look at a graph and describe the transformations with mathematical notation.

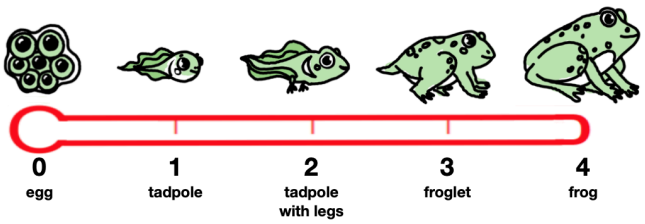


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

9

Graphing Quadratics in Vertex Form

- I can use function transformations to graph a parabola in vertex form.
- I can write the equation of a parabola in vertex form given a graph.
- I can identify the vertex, x-intercepts, and axis of symmetry given an equation in vertex form.

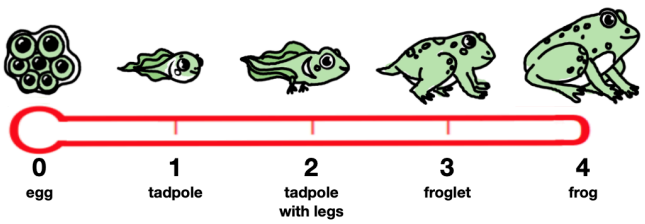


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

10

Graphing Quadratics in Intercept Form

- I can graph a parabola in intercept form.
- I can write the equation of a parabola in intercept form given a graph.
- I can identify the vertex, x-intercepts, and axis of symmetry given an equation in intercept form.

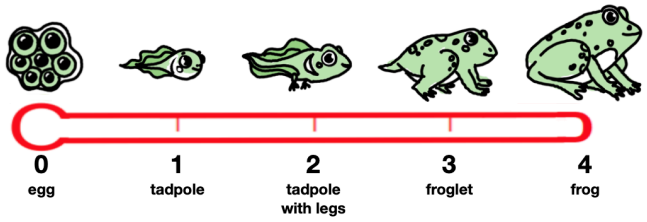


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

11

Rearranging Quadratic Expressions

- I can transform a quadratic function algebraically into any form (vertex, intercept, standard).
- I can draw an area model to demonstrate factoring and completing the square geometrically.

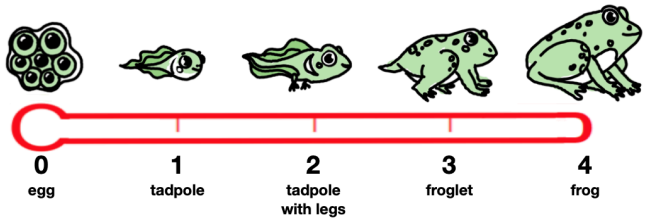


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

12

Solving Quadratics by Graphing

- I can graph a quadratic function in standard form.
- I can identify solutions to a quadratic function by looking at its graph.

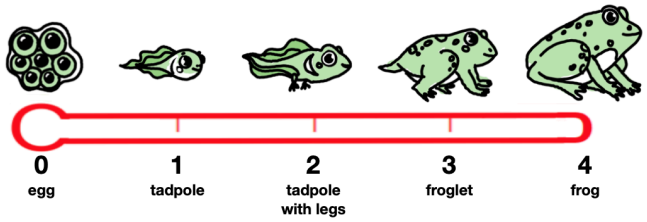


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

13

Solving Quadratics by Factoring

- I can factor a quadratic function in standard form.
- I can solve a quadratic equation by factoring.

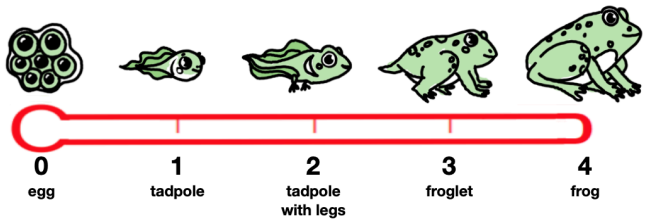


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

14

Solving Quadratics by Completing the Square

- I can complete the square of a quadratic function in standard form.
- I can solve a quadratic equation by completing the square.

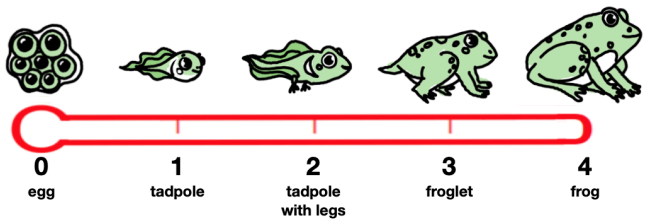


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

15

Solving Quadratics by Using the Formula

- I can write the quadratic formula from memory.
- I can solve a quadratic equation by using the quadratic formula.

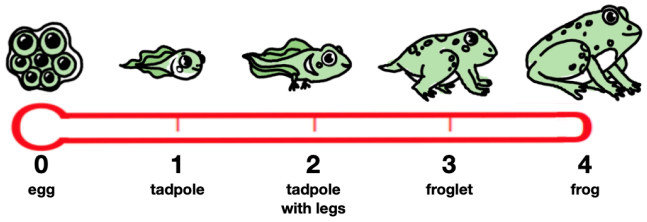


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

16

Interpreting Functions in Context

- I can write a function to model any projectile given its initial velocity and height.
- I can use graphs, equations, and tables to interpret the key features of a projectile.

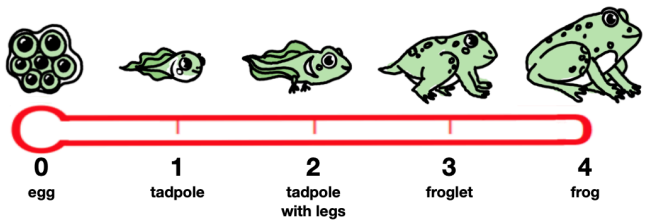


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

17

Complex Numbers

- I can add, subtract, and multiply complex numbers.
- I can graph complex numbers on the number line, including rotations of 90°.

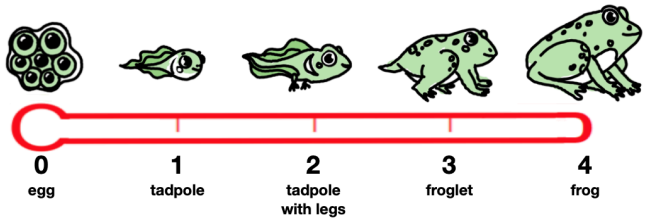


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

18

Number Systems

- I can distinguish numbers by their sets (natural, whole, integer, rational, irrational, real, imaginary, complex).
- I can explain why sums and products of rational numbers are rational.
- I can explain why the product of a nonzero rational number and an irrational number is irrational.

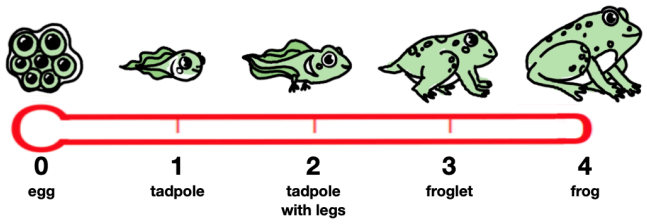


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

19

Rational Exponents

- I can extend the properties of integer exponents to rational exponents.
- I can simplify expressions involving radicals and rational exponents.
- I can use inverse operations to solve equations involving rational exponents.

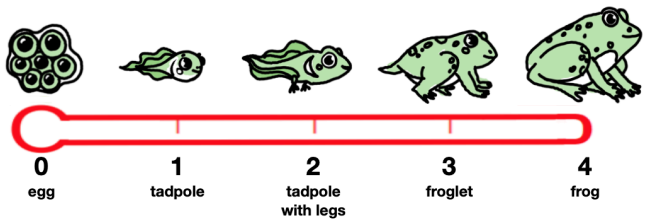


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

20

Piecewise Functions

- I can graph a piecewise function gives its equation.
- I can write an equation of a piecewise function given its graph.
- I can evaluate piecewise functions.

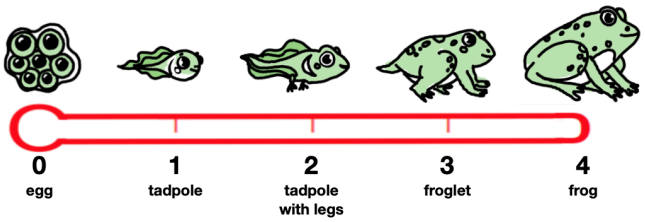


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

21

Key Features of Functions

- I can identify a function's maximum, minimum, increasing intervals, decreasing intervals, and intercepts.
- I can sketch a possible graph of a function given its key features.

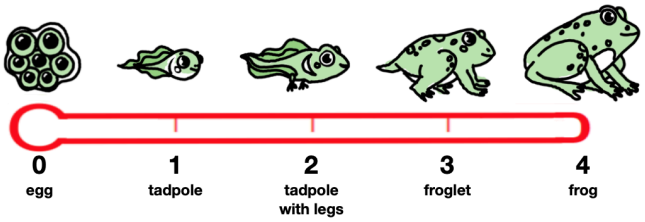


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

22

Dilations

- I can dilate a shape given a center of dilation and a scale factor.
- I can determine a dilation's center and scale factor given a preimage and an image.

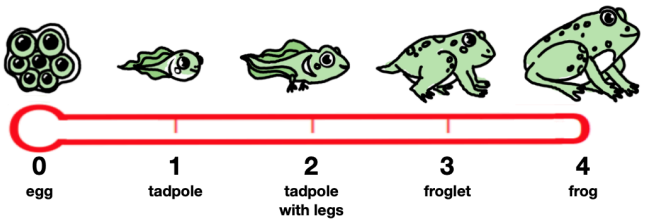


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

23

Similarity Proofs

- I can use transformations to prove that two figures are similar.

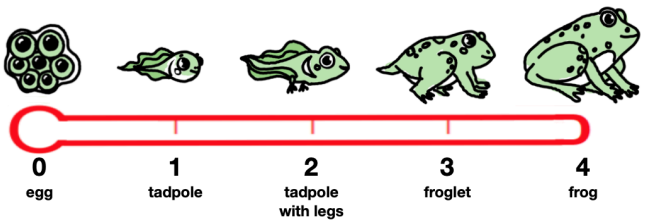


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

24

Angle Proofs

- I can name the different types of angle pairs.
- I can use transformations to prove theorems about angle pairs.

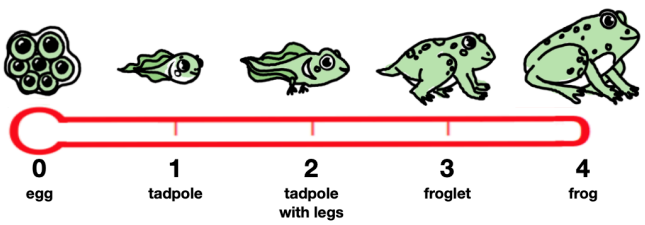


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

25

Perpendicular Bisectors

- I can construct a perpendicular bisector to a segment using a compass and straightedge.
- I can construct a perpendicular bisector to a segment using the coordiante plane.
- I can use transformations to prove theorems about perpendicular bisectors.

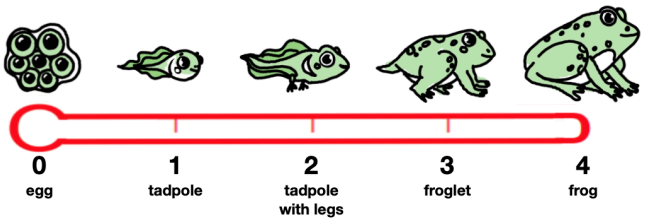


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

26

Triangle Parts

- I can identify a triangle's medians, altitudes, angle bisectors, perpendicular bisectors, and midsegments.
- I can construct a triangle's medians, altitudes, angle bisectors, perpendicular bisectors, and midsegments.
- I can use transformations to prove theorems about triangles.

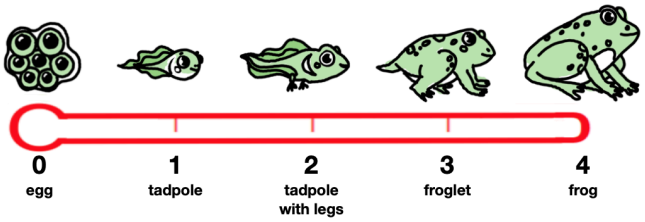


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

27

Parallelograms

- I can use transformations to prove theorems about parallelograms.

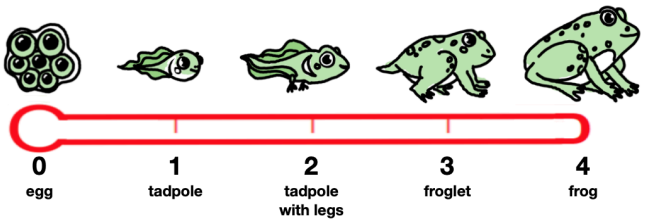


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

28

Coordinate Geometry

- I can find the point on a line segment that partitions the segment into a given ratio.

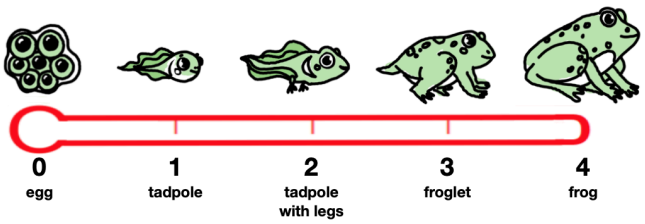


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

29

Right Triangle Trigonometry

- I can use sine, cosine, and tangent to find side lengths in a right triangle.

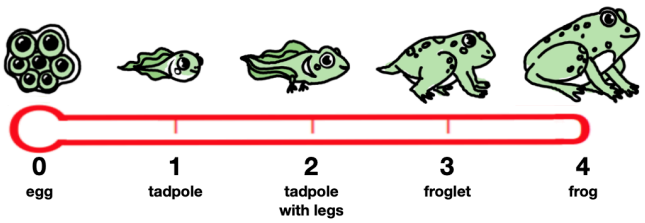


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

30

Inverse Trigonometry

- I can use inverse sine, inverse cosine, and inverse tangent to find angle measures in a right triangle.

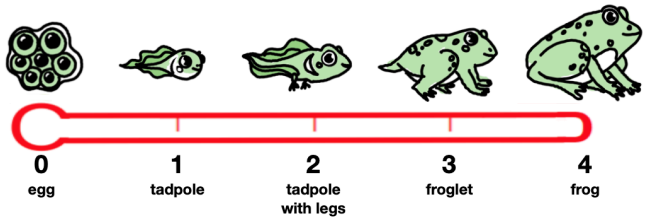


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

31

Triangles in Context

- I can convert written words into a drawing given a scenario.
- I can use my own drawing to solve triangles using trig ratios and the Pythagorean Theorem.
- I can explain the difference between angles of elevation and depression.

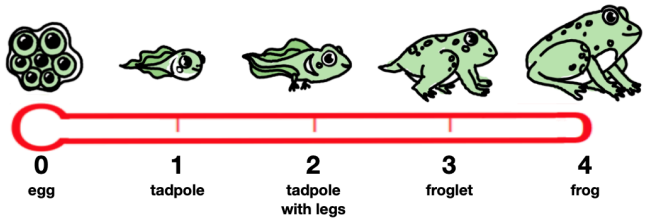


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

32

Radians and Degrees

- I can convert angle measures in degrees to radians.
- I can convert angle measures in radians to degrees.
- I can sketch angles in standard postion.

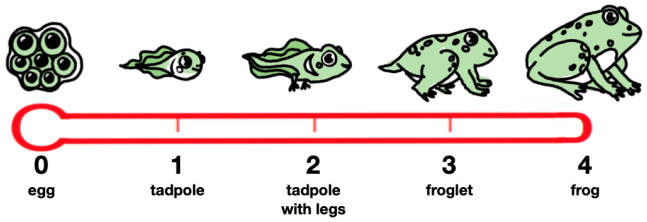


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

33

Arc Length and Sector Area

- I can find arc lengths and areas of sectors of circles.

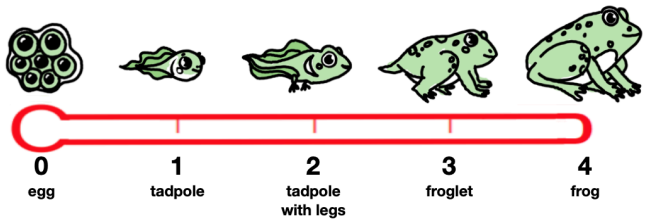


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

34

Volume

- I can explain the formulas for volumes of prisms and pyramids in terms of transformations.
- I can solve problems using volume formulas.

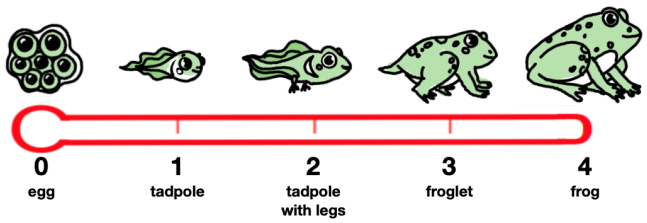


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

35

Central and Inscribed Angles

- I can use arcs on circles to find the measures of central and inscibred angles.
- I can use central and inscribed angles to find the measures of arcs on circles.

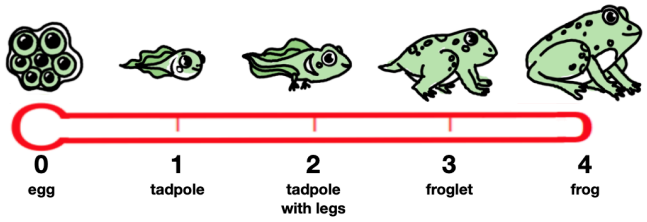


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

36

Chords

- I can find the angle at which chords intersect given their subtended arcs.
- I can use similar triangles within intersecting chords to calculate lengths and angles.

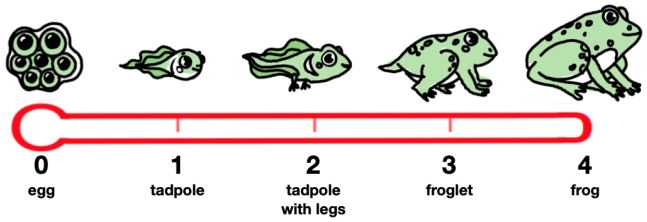


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

37

Equations of Circles

- I can define a circle as the set of all points that are equidistant from a point (the center).
- I can graph a circle given its equation.
- I can write the equation of a circle given its graph.

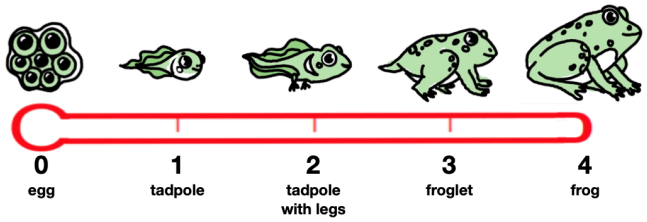


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

38

Equations of Parabolas

- I can define a parabola as the set of all points that are equidistant from a point (the focus) and a line (the directrix).
- I can write the equation of parabola given its focus and directrix.

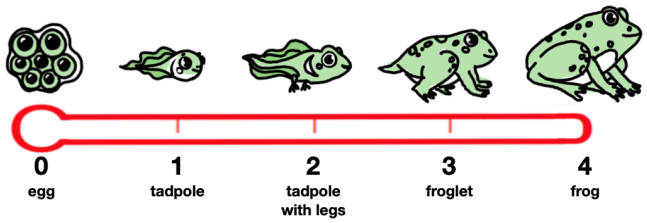


first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3

39

Equations of Ellipses

- I can define an ellipse as the set of all points that are the same combined distance from two points (the foci).
- I can write the equation of an ellipse given its foci.



first try: 0 1 2 3 **second try:** 0 1 2 3 **third try:** 0 1 2 3