A Tour of Your Textbook

Chapter Opener

Each chapter begins with a two-page spread which introduces you to what you will learn in the chapter.





The first page includes a visual, a list of **Key Words**, and some questions.

- The visual and questions are related to the **Chapter Project**, which is at the end of the chapter.
- The **Key Words** are used throughout the chapter. The first time each Key Word is used, it is highlighted in **blue**. The word is defined in the margin. Sometimes there is a visual.





Career Link

The second page of each chapter opener has a **Career Link** and a series of visuals.

- Check the Career Link for information about interesting jobs related to the math in the chapter.
- The pictures show people doing various types of work that use the math in the chapter.

Get Ready

The Get Ready is next.

- These pages provide a brief review of skills used in the chapter.
- Some of these skills are from previous grades. Others are from previous chapters.
- You will need these skills to be successful with the chapter.

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Sections

Each chapter is divided into sections. Each section starts with an **Explore**.

Explore

This activity is designed to help you build an understanding of the new concept. The activity is often related to the opening visual and introductory text in the section.



The Reflect question at the end

of each Explore helps you explain what you learned from the activity.

There may be one or more **Extend Your Understanding** questions. These often connect the math skill to a way that people use it in their job or in their lives.

On the Job

One or more **On the Jobs** follow the Explore. These demonstrate how to use the concept from the Explore.

- Each On the Job starts with a problem. These problems come from everyday life or work experiences.
- The **Solution** may show one or more ways to solve the problem. One method may make more sense to you than another. Or, you can develop your own method.



- Notes in a speech bubble provide tips for solving the problem.
- Calculator key sequences are shown in gray. You may need to check that your calculator uses the same sequence.

The On the Job ends with a **Your Turn**. This gives you an opportunity to show that you understand what you have learned.



Check Your Understanding

Check Your Understanding questions follow each On the Job.

- The first part of this question set includes **Try It** questions. These questions check your knowledge and understanding of the On the Job. Most can be answered by following the example in the On the Job.
- **Apply It** questions include problems from everyday life or the workplace. You need to apply the skills you learned in the On the Job to these situations.

Work With It

The end of each section has **Work With It** questions. To answer these questions, you may need to use knowledge and skills from more than one On the Job.

The **Discuss It** questions in this question set are communication questions.

- You may wish to discuss the questions with the class, in a group, or with a peer.
- Communicate your thoughts in the way that works best for you. This may be in writing, orally, or visually.



Other Features

F.Y.I.

The F.Y.I. boxes are "for your information".

F.Y.I. When you exchange actually sell one currency and buy the other currency at the same time

F.Y.I.

People believe that primitive rug hooking began in North America. Early settlers facing cold winds needed to keep their homes warm. They covered their floors with rugs made of worn out clothing.

additional info about items in the text.

• These boxes provide

Some provide background information.



 Many of these boxes include visuals which help explain a new word.

Tech Links

Web Link

Web Links

To find more information about expiry dates, go to www.mhrmathatwork10.ca and follow the links.

Web Link

To explore surface area and nets of 3-D shapes, go to www.mhrmathatwork10.ca and follow the links. You can find extra information related to some questions on the Internet. Log on to www.mhrmathwork10.ca.

You will be able to link to recommended Web sites.

Some of these Web Links lead to interactive games and applets.

use for certain types of questions. **Tech Link** If your calculator has a π button, Press C m ×

measurement of

diameter =.

Tech Link To calculate tax, CPP, EI, and other deductions online, go to www.mhrmathatwork10.ca and follow the links. • The Tech Link here shows how to calculate the circumference of a circle.

Tech Links show what calculator keys to

- Keys and key sequences may vary depending on the calculator make and model. Experiment or check with a classmate to find out what works on yours.
- Other Tech Links lead to online calculators.



metal workers, go to

www.mhrmathatwork10.ca and follow the links.

Tools of the Trade

Tools of the Trade boxes provide information about careers mentioned in the text. Go online to www.mhrmathwork10.ca. You will be able to link to Web sites that provide additional information about that trade. Some include videos of people on the job.

Games and Puzzles

Have some fun! Two features encourage you to play with the math you are learning.

- A Games and Puzzles page at the end of each chapter provides entertaining activities that reinforce the skills you are learning.
- **Puzzler** boxes in some chapters are connected to the math in that chapter.





Mini Labs

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MINI LAB Mini Labs in some chapters allow you to experiment with what you are learning.

- These include a **Materials** box in the margin. You need these items in order to do the activity.
- Work with a partner or in a small group. How does the activity help you with the math in the chapter?

Skill Check

There is a Skill Check at the end of each chapter. This is a chapter review.

- The Skill Check starts with a What You Need to Know box. This lists the skills covered in the chapter. You can check what section each skill is in.
- The Skill Check is organized by section number. You can look back if you need help with a question.



Test Yourself

The **Test Yourself** at the end of each chapter is a practice test.

- The Test Yourself includes multiple choice and extended response questions.
- It covers similar questions to what you can expect on a chapter test.

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Chapter Project

Each **Chapter Project** requires you to use skills from the chapter. You will also need to use your creativity.

Glossary

Refer to the illustrated **Glossary** starting on page 382 of the student resource. This provides the exact meaning of mathematical terms.