Curriculum Correlation

Chapter 1: Surface Area

Strand/Outcome	Section	Pages
Strand: Measurement		
General Outcome		
Develop spatial sense through direct and indirect measurement.		
Specific Outcome		
1. Solve problems that involve SI and imperial units in surface area measurements and verify the solutions. [C, CN, ME, PS, V]	1.1–1.4, Skill Check, Test Yourself, Chapter Project, Games and Puzzles	pp. 6–55
Strand: Algebra		
General Outcome		
Develop algebraic reasoning.		
Specific Outcomes		
1. Solve problems that require the manipulation and application of formulas related to: • volume and capacity • surface area • slope and rate of change • simple interest • finance charges. [CN, PS, R]	1.1, 1.3–1.4, Skill Check, Test Yourself, Chapter Project, Games and Puzzles	pp. 6–14, 25–55
3. Solve problems by applying proportional reasoning and unit analysis. [C, CN, PS, R]	1.1, 1.3, Skill Check, Test Yourself	pp. 6–14, 25–39, 50–53
Strand: Number		
General Outcome		
Develop number sense and critical thinking skills.		
Specific Outcome		
1. Analyze puzzles and games that involve numerical reasoning, using problem-solving strategies. [C, CN, PS, R]	1.2 Puzzler, 1.3 Puzzler, Games and Puzzles	pp. 18, 26, 55

Chapter 2: Drawing and Design

Strand/Outcome	Section	Pages
Strand: Geometry		
General Outcome		
Develop spatial sense.		
Specific Outcomes		
2. Solve problems that involve scale. [PS, R, T, V]	2.1–2.2, Skill Check, Chapter Project	pp. 60–83, 96–97, 100
3. Model and draw 3-D objects and their views. [CN, R, V]	2.2–2.3, Skill Check, Test Yourself, Chapter Project, Games and Puzzles	pp. 72–101
4. Draw and describe exploded views, component parts and scale diagrams of simple 3-D objects. [CN, V]	2.3, Skill Check, Test Yourself, Chapter Project, Games and Puzzles	pp. 84–101
Strand: Measurement		
General Outcome		
Develop spatial sense through direct and indirect measurement.		
Specific Outcome		
1. Solve problems that involve SI and imperial units in surface area measurements and verify the solutions. [C, CN, ME, PS, V]	2.1, Chapter Project	pp. 60–71, 100
Strand: Algebra		
General Outcome		
Develop algebraic reasoning.		
Specific Outcomes		
1. Solve problems that require the manipulation and application of formulas related to: • volume and capacity • surface area • slope and rate of change • simple interest • finance charges. [CN, PS, R]	Chapter Project	p. 100
3. Solve problems by applying proportional reasoning and unit analysis. [C, CN, PS, R]	2.1, Skill Check, Chapter Project	pp. 60–71, 96, 100
Strand: Number		
General Outcome		
Develop number sense and critical thinking skills.		
Specific Outcome		
1. Analyze puzzles and games that involve numerical reasoning, using problem-solving strategies. [C, CN, PS, R]	2.3 Puzzlers, Games and Puzzles	pp. 85, 90, 92, 101

Chapter 3: Volume and Capacity

Strand/Outcome	Section	Pages
Strand: Measurement		
General Outcome		
Develop spatial sense through direct and indirect measurement.		
Specific Outcomes		
1. Solve problems that involve SI and imperial units in surface area measurements and verify the solutions. [C, CN, ME, PS, V]	3.1, Skill Check, Test Yourself, Chapter Project	pp. 106–117, 144–148
2. Solve problems that involve SI and imperial units in volume and capacity measurements. [C, CN, ME, PS, V]	3.1–3.4, Skill Check, Test Yourself, Chapter Project	pp. 106–148
Strand: Algebra		
General Outcome		
Develop algebraic reasoning.		
Specific Outcomes		
1. Solve problems that require the manipulation and application of formulas related to: • volume and capacity • surface area • slope and rate of change • simple interest • finance charges. [CN, PS, R]	3.1–3.4, Skill Check, Test Yourself	pp. 106–147
3. Solve problems by applying proportional reasoning and unit analysis. [C, CN, PS, R]	3.1, 3.3, Skill Check, Test Yourself	pp. 106–117, 128–136, 144–147
Strand: Number		
General Outcome		
Develop number sense and critical thinking skills.		
Specific Outcome		
1. Analyze puzzles and games that involve numerical reasoning, using problem-solving strategies. [C, CN, PS, R]	3.4 Puzzlers, Games and Puzzles	pp. 139, 143, 149

Chapter 4: Interpreting Graphs

Strand/Outcome	Section	Pages
Strand: Statistics		
General Outcome		
Develop statistical reasoning.		
Specific Outcomes		
1. Solve problems that involve creating and interpreting graphs, including: • bar graphs • histograms • line graphs • circle graphs. [C, CN, PS, R, T, V]	4.1–4.3, Skill Check, Test Yourself, Chapter Project	pp. 154–200
Strand: Number		
General Outcome		
Develop number sense and critical thinking skills.		
Specific Outcome		
1. Analyze puzzles and games that involve numerical reasoning, using problem-solving strategies. [C, CN, PS, R]	4.1 Puzzler, Games and Puzzles	pp. 167, 201

Chapter 5: Banking and Budgeting

Strand/Outcome	Section	Pages
Strand: Number		
General Outcome		
Develop number sense and critical thinking skills.		
Specific Outcomes		
1. Analyze puzzles and games that involve numerical reasoning, using problem-solving strategies. [C, CN, PS, R]	5.2 Puzzler, Games and Puzzles	pp. 215, 257
2. Solve problems that involve personal budgets. [CN, PS, R, T]	5.2, Skill Check, Test Yourself, Chapter Project	pp. 214–227, 252–256
3. Demonstrate an understanding of compound interest. [CN, ME, PS, T]	5.3–54, Skill Check, Test Yourself	pp. 228–255
4. Demonstrate an understanding of financial institution services used to access and manage finances. [C, CN, R, T]	5.1, Skill Check	pp. 206–213, 252–253
5. Demonstrate an understanding of credit options, including: • credit cards • loans. [CN, ME, PS, R]	5.4, Skill Check, Test Yourself	pp. 239–255
Strand: Algebra		
General Outcome		
Develop algebraic reasoning.		
Specific Outcomes		
1. Solve problems that require the manipulation and application of formulas related to: • volume and capacity • surface area • slope and rate of change • simple interest • finance charges. [CN, PS, R]	5.3, 5.4, Skill Check, Test Yourself	pp. 228–255
3. Solve problems by applying proportional reasoning and unit analysis. [C, CN, PS, R]	5.4, Skill Check, Test Yourself	pp. 239–255
Strand: Statistics		
General Outcome		
Develop statistical reasoning.		
Specific Outcome		
1. Solve problems that involve creating and interpreting graphs, including: • bar graphs • histograms • line graphs • circle graphs. [C, CN, PS, R, T, V]	5.4	pp. 239–251

Chapter 6: Slope

Strand/Outcome	Section	Pages
Strand: Algebra		
General Outcome		
Develop algebraic reasoning.		
Specific Outcomes		
1. Solve problems that require the manipulation and application of formulas related to: • volume and capacity • surface area • slope and rate of change • simple interest • finance charges. [CN, PS, R]	6.1–6.3, Skill Check, Test Yourself, Chapter Project	pp. 262–302
2. Demonstrate an understanding of slope: • as rise over run • as rate of change • by solving problems. [C, CN, PS, V]	6.1–6.3, Skill Check, Test Yourself, Chapter Project	pp. 262–302
3. Solve problems by applying proportional reasoning and unit analysis. [C, CN, PS, R]	6.1	pp. 262–273
Strand: Number		
General Outcome		
Develop number sense and critical thinking skills.		
Specific Outcome		
1. Analyze puzzles and games that involve numerical reasoning, using problem-solving strategies. [C, CN, PS, R]	6.1 Puzzler, Games and Puzzles	pp. 265, 303

Chapter 7: Right Triangles and Trigonometry

Strand/Outcome	Section	Pages
Strand: Geometry		
General Outcome		
Develop spatial sense.		
Specific Outcome		
1. Solve problems that involve two and three right triangles. [CN, PS, T, V]	7.1–7.3, Skill Check, Test Yourself, Chapter Project	pp. 308–358
Strand: Algebra		
General Outcome		
Develop algebraic reasoning.		
Specific Outcomes		
1. Solve problems that require the manipulation and application of formulas related to: • volume and capacity • surface area • slope and rate of change • simple interest • finance charges • the Pythagorean theorem • primary trigonometric ratios. [CN, PS, R]	7.1–7.3, Skill Check, Test Yourself, Chapter Project	pp. 308–358
Strand: Number		
General Outcome		
Develop number sense and critical thinking skills.		
Specific Outcome		
1. Analyze puzzles and games that involve numerical reasoning, using problem-solving strategies. [C, CN, PS, R]	7.1 Puzzler, 7.2 Puzzler, Games and Puzzles	pp. 311, 323, 359