



Algebra 1A1/1A2, Quarter One

Algebra I 2.0

Students understand and use such operations as taking the opposite, finding the reciprocal, taking a root, and raising to a fractional power. They understand and use the rules of exponents:

Roller Coasters, #1008Movie Guide #8

Algebra 1A1/1A2, Quarter Two

Algebra I 6.0

Students graph a linear equation and compute the x- and y-intercepts (e.g., graph $2x + 6y = 4$). They are also able to sketch the region defined by linear inequality (e.g., they sketch the region defined by $2x + 6y < 4$):

Undersea Treasure, #3003Movie Guide #4

Algebra I 7.0

Students verify that a point lies on a line, given an equation of the line. Students are able to derive linear equations by using the point-slope formula:

Tunnel Number 3, #5002Movie Guide #6



Algebra 1A1/1A2, Quarter Three

Algebra I 6.0

Students graph a linear equation and compute the x - and y -intercepts (e.g., graph $2x + 6y = 4$). They are also able to sketch the region defined by linear inequality (e.g., they sketch the region defined by $2x + 6y < 4$):

Undersea Treasure, #3003Movie Guide #4

Algebra I 7.0

Students verify that a point lies on a line, given an equation of the line. Students are able to derive linear equations by using the point-slope formula:

Tunnel Number 3, #5002Movie Guide #6

Algebra 1A1/1A2, Quarter Four

Algebra I 6.0

Students graph a linear equation and compute the x - and y -intercepts (e.g., graph $2x + 6y = 4$). They are also able to sketch the region defined by linear inequality (e.g., they sketch the region defined by $2x + 6y < 4$):

Undersea Treasure, #3003Movie Guide #4

Algebra I 7.0

Students verify that a point lies on a line, given an equation of the line. Students are able to derive linear equations by using the point-slope formula:

Tunnel Number 3, #5002Movie Guide #6