

COMPONENT	OBJECTIVES	COMPETENCY
I Geometry	<ol style="list-style-type: none"> <li>1. Apply properties of spheres to real-life situations. (MA.C.3.4.1)</li> <li>2. Use properties of transformations to deduce properties of polygons. (MA.C.2.4.1)</li> <li>3. Develop criteria for similarity and congruence of figures. (MA.C.2.4.1)</li> <li>4. Use properties of similar polygons to solve problems. (MA.C.3.4.1)</li> <li>5. Define and use trigonometric functions to solve problems. (MA.C.3.4.1)</li> <li>6. Use trigonometric functions to solve problems involving projections. (MA.C.3.4.1)</li> <li>7. Use the Pythagorean theorem and its converse to solve problems. (MA.C.3.4.1)</li> <li>8. Develop properties of geometric figures inductively and deductively. (MA.C.1.4.1)</li> </ol>	A. Solve problems and prove assertions involving plane and solid figures.
II Algebra	<ol style="list-style-type: none"> <li>1. Use proportional thinking to solve real-life problems. (MA.C.3.4.1)</li> <li>2. Develop equivalent equations for proportions. (MA.C.3.4.1)</li> <li>3. Interpret graphs and use them to represent situations. (MA.C.3.4.2)</li> </ol>	A. Use variables and algebraic expressions to <ol style="list-style-type: none"> <li>a. Represent concrete situations</li> <li>b. Generalize results</li> <li>c. Describe functions</li> </ol>

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<p>III Statistics and Probability</p>	<ol style="list-style-type: none"> <li>4. Generalize properties of numbers using variables.</li> <li>5. Solve problems using rational numbers in various representations. (M.A.A.3.4.2)</li> <li>6. Solve systems of equations using various methods, including technology. (M.A.D.2.4.1)</li> <li>7. Fit equations to data, using technology.</li> <li>8. Solve problems involving motion using linear equations. (M.A.D.2.3.2)</li> </ol> <ol style="list-style-type: none"> <li>1. Construct area models to represent probabilistic situations.</li> <li>2. Develop basic methods for calculating probabilities. (M.A.E.2.4.1)</li> <li>3. Understand, calculate and interpret expected value.</li> <li>4. Construct graphs and apply the concepts of frequency, range, median, mode and relative frequency. (M.A.E.1.4.2)</li> <li>5. Develop properties of the normal curve.</li> <li>6. Solve problems involving standard deviation. (M.A.E.1.4.3)</li> <li>7. Use simulations to estimate probabilities. (M.A.E.1.4.3)</li> </ol>	<p>A. Construct and draw inferences from graphs, tables and charts that summarize data from real world situations.</p>

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IV Logical reasoning	<ol style="list-style-type: none"> <li>1. Make and test conjectures.</li> <li>2. Construct logical arguments for conjectures that have been developed.</li> <li>3. Formulate counterexamples.</li> <li>4. Develop and describe algorithms.</li> <li>5. Justify mathematical reasoning.</li> </ol>	A. Follow logical arguments.