

	Standards	Goals As a result of this lesson the student will be able to:	Instructional Strategies What the teacher will do to ensure the student meets the goals:	Activities The student will:	Homework & Assessment Student achievement will be measured by:
Monday	PC.AREI.11	Solve an equation of the form $f(x) = g(x)$ graphically by identifying the x-coordinates of the point(s) of intersection of $y = (x)$ and $y = (x)$.	ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed. PowerPoint Notes, Interactive assignments such as vocabulary cards, electronic game, and Edmodo. Project based learning to ensure mastery of concepts.	<p>_____ Essential Question: TE</p> <p>_____ Alternative Lesson</p> <p>Openers: Electronic Classroom</p> <p>_____ Classroom Activity: Graphing Intersections</p> <p>_____ Examples 1–4: PE</p> <p>_____ Extra Examples 1–4 with</p> <p>Key Questions: TE</p>	Lesson 3: Graphing Intersections

Tuesday	PC.ASE.2	Analyze the structure of binomials, trinomials, and other polynomials in order to write equivalent expressions.	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed.</p> <p>PowerPoint Notes, Interactive assignments such as vocabulary cards, electronic game, and Edmodo. Project based learning to ensure mastery of concepts.</p>	<p>_____ Essential Question: TE _____ Alternative Lesson Openers: Electronic Classroom _____ Classroom Activity: Polynomials _____ Examples 1–4: PE _____ Extra Examples 1–4 with Key Questions: TE</p>	Lesson 4: Polynomials
---------	----------	-----------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------

Wednesday	PC.AREI.7	Solve a simple system consisting of a linear equation and a quadratic equation in two variables algebraically and graphically. Understand that such systems may have zero, one, two, or infinitely many solutions.	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed.</p> <p>PowerPoint Notes, Interactive assignments such as vocabulary cards, electronic game, and Edmodo. Project based learning to ensure mastery of concepts.</p>	<p>_____ Essential Question: TE _____ Alternative Lesson Openers: Electronic Classroom _____ Classroom Activity: Solving a simple system of equations _____ Examples 1–4: PE _____ Extra Examples 1–4 with Key Questions: TE</p>	Lesson 5: Solving a Simple System of Equations
-----------	-----------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------

Thursday	PC.AREI.7	Solve a simple system consisting of a linear equation and a quadratic equation in two variables algebraically and graphically. Understand that such systems may have zero, one, two, or infinitely many solutions.	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed.</p> <p>PowerPoint Notes, Interactive assignments such as vocabulary cards, electronic game, and Edmodo. Project based learning to ensure mastery of concepts.</p>	<p>_____ Essential Question: TE _____ Alternative Lesson Openers: Electronic Classroom _____ Classroom Activity: Review of Chapter 1 Concepts _____ Examples 1–4: PE _____ Extra Examples 1–4 with Key Questions: TE</p>	Review of Chapter 1 Concepts
----------	-----------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	------------------------------

Friday	PC.ASE.1	Interpret the meanings of coefficients, factors, terms, and expressions based on their real world contexts. Interpret complicated expressions as being composed of simpler expressions.	<p>ESOL Accommodations: Follow oral instructions to design math graphs using manipulatives and illustrated examples in small groups. Cooperative learning, extended time for completion of assignments, rephrase directions as needed, small group extended learning, and reduce number of questions on or alternate forms of assessments as needed.</p> <p>PowerPoint Notes, Interactive assignments such as vocabulary cards, electronic game, and Edmodo. Project based learning to ensure mastery of concepts.</p>	<p>Essential Question: TE ____Alternative Lesson Openers: Electronic Classroom ____Classroom Activity: Chapter 1 Test</p>	Chapter 1 Test
	PC.ASE.2	Analyze the structure of binomials, trinomials, and other polynomials in order to write equivalent expressions.			
	PC.AREI.7	Solve a simple system consisting of a linear equation and a quadratic equation in two variables algebraically and graphically. Understand that such systems may have zero, one, two, or infinitely many solutions.			
	PC.AREI.11	Solve an equation of the form $f(x) = g(x)$ graphically by identifying the x-coordinates of the point(s) of intersection of $y = f(x)$ and $y = g(x)$.			

* All plans are subject to change. Student progress will be monitored and adjustments will be made.