

# Bridge to Algebra

## SCOPE + SEQUENCE

### CONTENT OFFERED IN CARNEGIE LEARNING™ MATH SOLUTIONS

Textbook	Cognitive Tutor® Software	Skills Covered
Print Chapter	Software Unit	The student will:
1. Number Sense and Algebraic Thinking	1. Operations with Whole Numbers 2. Picture Algebra 3. Least Common Multiple 4. Greatest Common Factor	<ul style="list-style-type: none"> <li>Use the order of operations.</li> <li>Become familiar with the multiplicative identity.</li> <li>Use the associative property of multiplication.</li> <li>Find the least common multiple of two or more numbers.</li> <li>Find the greatest common factor of two or more numbers.</li> <li>Find the prime factorization of a number.</li> <li>Use powers and exponents to write the prime factorization.</li> </ul>
2. Fractions	5. Fraction Representations 6. Division of Multiple Wholes as Fractions 7. Division of Groups as Fractions 8. Equivalent Fractions	<ul style="list-style-type: none"> <li>Use fractions to represent dividing a whole into fractional parts.</li> <li>Use fractions to represent dividing a group into fractional parts.</li> <li>Write equivalent fractions.</li> <li>Write fractions in simplest form.</li> <li>Compare and order fractions.</li> <li>Determine whether solutions are reasonable.</li> </ul>
3. Operations with Fractions and Mixed Numbers	9. Fraction Addition and Subtraction 10. Mixed Numbers and Improper Fractions 11. Fraction Multiplication and Division	<ul style="list-style-type: none"> <li>Add and subtract like and unlike fractions.</li> <li>Write improper fractions as mixed numbers.</li> <li>Write decimals in word form and expanded form.</li> <li>Round decimals.</li> <li>Compare and order decimals.</li> <li>Add, subtract, multiply, and divide mixed numbers.</li> <li>Use metric units to measure length, mass, and capacity.</li> <li>Choose appropriate units of measure.</li> </ul>
4. Decimals	12. Decimals and Place Value 13. Fraction and Decimal Conversions 14. Decimal Addition and Subtraction 15. Decimal Multiplication and Division	<ul style="list-style-type: none"> <li>Write decimals as special fractions.</li> <li>Represent decimals using a place-value chart.</li> <li>Write mixed numbers as improper fractions.</li> <li>Multiply and divide fractions.</li> <li>Add, subtract, multiply, and divide mixed numbers.</li> <li>Convert between customary units of measure.</li> </ul>
5. Ratios and Proportions	16. Ratios and Proportions	<ul style="list-style-type: none"> <li>Write and compare ratios.</li> <li>Find the means and extremes of a proportion.</li> <li>Find unit rates.</li> <li>Write and solve proportions.</li> </ul>
6. Percents	17. Fraction, Decimal, and Percent Conversions 18. Percents and Proportions 19. Percent Change	<ul style="list-style-type: none"> <li>Write percents as decimals and fractions.</li> <li>Write decimals and fractions as percents.</li> <li>Use a proportion to find the percent of a number.</li> <li>Calculate simple interest.</li> <li>Find the percent of increase or decrease of a quantity.</li> </ul>
7. Integers	20. Integer Representation, Addition, and Subtraction 21. Integer Multiplication and Division 22. Order of Operations 23. Exponents 24. Scientific Notation 25. Absolute Value	<ul style="list-style-type: none"> <li>Graph integers on a number line.</li> <li>Compare integers.</li> <li>Add, subtract, multiply, and divide integers.</li> <li>Write the absolute value of a number.</li> <li>Represent numbers using powers of 10.</li> <li>Multiply and divide by powers of 10.</li> </ul>

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Print Chapter	Software Unit	The student will:
8. Algebraic Problem Solving	26. Picture Algebra and Equations 27. Patterns and Expressions 28. One-Step Unit Conversions 29. Patterns and One-Step Equations 30. One-Step Equations 31. Patterns and Two-Step Equations 32. Expression Evaluation 33. Two-Step Equations 34. Problem Solving with Two-Step Equations 35. First Quadrant Graphs 36. Graphs of Inequalities	<ul style="list-style-type: none"> <li>Evaluate expressions.</li> <li>Solve one- and two-step equations.</li> <li>Identify and graph points in the coordinate plane.</li> <li>Make a table of values.</li> <li>Create a graph of ordered pairs.</li> <li>Use equations, tables, and graphs to solve problems.</li> </ul>
9. Geometric Figures and Their Properties	37. Angles and Angle Pairs 38. Triangles, Quadrilaterals, and Polygons 39. Introduction to Similar Triangles	<ul style="list-style-type: none"> <li>Determine measures of angles and identify special angle pairs.</li> <li>Classify triangles, quadrilaterals, and polygons.</li> <li>Find angle measures in polygons.</li> <li>Determine whether polygons are similar or congruent.</li> <li>Find measurements indirectly.</li> </ul>
10. Area and the Pythagorean Theorem	40. Squares and Square Roots 41. Perimeter and Area 42. Pythagorean Theorem 43. Distance and Midpoint	<ul style="list-style-type: none"> <li>Find perimeters and areas of rectangles.</li> <li>Explain the effect on perimeter and area of changing dimensions.</li> <li>Find circumferences and areas of circles.</li> <li>Find areas of triangles, parallelograms, and trapezoids.</li> <li>Find areas of composite figures.</li> <li>Find and estimate square roots of numbers.</li> <li>Prove and use the Pythagorean Theorem and its converse.</li> </ul>
11. Probability and Statistics	44. Single Event Probability 45. Independent and Dependent Probabilities 46. Measures of Central Tendency	<ul style="list-style-type: none"> <li>Find the probability of an event.</li> <li>Understand independent and dependent events.</li> <li>Find the probability of a compound event.</li> <li>Find the mean, median, mode, and range of a set of data.</li> <li>Create and interpret frequency tables and histograms.</li> <li>Create and interpret stem-and-leaf plots, box-and-whisker plots, and circle graphs.</li> </ul>
12. Volume and Surface Area	47. Volume and Surface Area	<ul style="list-style-type: none"> <li>Find volumes of prisms, cylinders, pyramids, cones, and spheres.</li> <li>Find surface areas of prisms, cylinders, and spheres.</li> <li>Design nets for three-dimensional objects.</li> <li>Construct side, front, and top views of three-dimensional objects.</li> </ul>
13. Linear Functions	48. Linear Functions	<ul style="list-style-type: none"> <li>use tables, graphs, and function notation to represent functions</li> <li>graph lines using slopes and intercepts</li> <li>create scatter plots of data</li> <li>find a line of best fit for a set of data</li> </ul>
14. Number Systems	49. Rational and Irrational Numbers 50. Operations with Rational Numbers	<ul style="list-style-type: none"> <li>Use a number line to compare and order rational numbers.</li> <li>Perform operations with rational numbers.</li> <li>Identify decimals as terminating or repeating.</li> <li>Write repeating decimals as fractions.</li> <li>Identify irrational numbers.</li> <li>Classify numbers in the real number system.</li> </ul>
15. Transformations	51. Geometric Transformations	<ul style="list-style-type: none"> <li>Understand the four quadrants of a coordinate plane.</li> <li>Identify and plot points in a coordinate plane.</li> <li>Make and use scale drawings and scale models.</li> <li>Graph translations, rotations, reflections, and dilations.</li> <li>Graph multiple transformations in a coordinate plane.</li> </ul>