**Liberal Arts 1**

**Learning Goals**

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| **#** | **Learning Goal** | **Standard(s)** |
| L101 | Create equations that describe numbers or relationships. | A-CED.1.1, A-CED.1.2, A-CED.1.3, A-CED.1.4 |
| L102 | Understand parts of an expression and perform arithmetic operations on polynomials. | A-SSE.1.1, A-APR.1.1 |
| L103 | Solve rational and radical equations and inequalities in one variable, and justify reasoning. | A-REI.1.1, A-REI.1.2, A-REI.2.3, A-REI.4.10 |
| L104 | Solve systems of linear equations and inequalities, algebraically and graphically | A-REI.3.5, A-REI.3.6, A-REI.4.11, A-REI.4.12 |
| L105 | Understand the concept of a function and use function notation. | F-IF.1.1, F-IF.1.2,  N-Q.1.1, N-Q.1.2,  N-Q.1.3 |
| L106 | Interpret functions that arise in applications in terms of the context. | F-IF.2.4, F-IF.2.5,  F-IF.2.6 |
| L107 | Summarize, represent, and interpret data on a single count or measurement variable. Use mean and standard deviation to fit a normal distribution. | S-ID.1.1, S-ID.1.2,  S-ID.1.3, S-ID.1.4 |
| L108 | Know definitions of basic Geometric terms and transformations. Describe transformations. | G-CO.1.1, G-CO.1.3, G-CO.1.4 |
| L109 | Make geometric constructions. | G-CO.4.12, G-CO.4.13 |
| L110 | Apply geometric concepts in modeling situations. | G-MG.1.1, G-MG.1.2, G-MG.1.3 |
| L111 | Prove theorems involving similarity. | G-SRT.2.4, G-SRT.2.5 |
| L112 | Explain volume formulas and use them to solve problems. Visualize relationships between 2D and 3D objects. | G-GMD.1.3,  G-GMD.2.4 |
| L113 | Understand similarity in terms of similarity transformations | G-SRT1.2, G-SRT1.3 |