

High School — Number and Quantity

Adopted 2010

Standards for Mathematical Practice

- 1. Make sense of problems and persevere in solving them.** [CCSS.MATH.PRACTICE.MP1](#)
- 2. Reason abstractly and quantitatively.** [CCSS.MATH.PRACTICE.MP2](#)
- 3. Construct viable arguments and critique the reasoning of others.** [CCSS.MATH.PRACTICE.MP3](#)
- 4. Model with mathematics.** [CCSS.MATH.PRACTICE.MP4](#)
- 5. Use appropriate tools strategically.** [CCSS.MATH.PRACTICE.MP5](#)
- 6. Attend to precision.** [CCSS.MATH.PRACTICE.MP6](#)
- 7. Look for and make use of structure.** [CCSS.MATH.PRACTICE.MP7](#)
- 8. Look for and express regularity in repeated reasoning.** [CCSS.MATH.PRACTICE.MP8](#)

The Real Number System

- A. Extend the properties of exponents to rational exponents.** [CCSS.MATH.CONTENT.HSN-RN.A](#)
 1. Explain how the definition of the meaning of rational exponents follows from extending the properties of integer exponents to those values, allowing for a notation for radicals in terms of rational exponents. [CCSS.MATH.CONTENT.HSN-RN.A.1](#)
 2. Rewrite expressions involving radicals and rational exponents using the properties of exponents. [CCSS.MATH.CONTENT.HSN-RN.A.2](#)
- B. Use properties of rational and irrational numbers.** [CCSS.MATH.CONTENT.HSN-RN.B](#)
 3. Explain why the sum or product of two rational numbers is rational; that the sum of a rational number and an irrational number is irrational; and that the product of a nonzero rational number and an irrational number is irrational. [CCSS.MATH.CONTENT.HSN-RN.B.3](#)

Quantities

- A. Reason quantitatively and use units to solve problems.** [CCSS.MATH.CONTENT.HSN-Q.A](#)

1. Use units as a way to understand problems and to guide the solution of multi-step problems; choose and interpret units consistently in formulas; choose and interpret the scale and the origin in graphs and data displays. [CCSS.MATH.CONTENT.HSN-Q.A.1](#)
2. Define appropriate quantities for the purpose of descriptive modeling. [CCSS.MATH.CONTENT.HSN-Q.A.2](#)
3. Choose a level of accuracy appropriate to limitations on measurement when reporting quantities. [CCSS.MATH.CONTENT.HSN-Q.A.3](#)

The Complex Number System

A. Perform arithmetic operations with complex numbers. [CCSS.MATH.CONTENT.HSN-CN.A](#)

1. Know there is a complex number i such that $i^2 = -1$, and every complex number has the form $a + bi$ with a and b real. [CCSS.MATH.CONTENT.HSN-CN.A.1](#)
2. Use the relation $i^2 = -1$ and the commutative, associative, and distributive properties to add, subtract, and multiply complex numbers. [CCSS.MATH.CONTENT.HSN-CN.A.2](#)
3. (+) Find the conjugate of a complex number; use conjugates to find moduli and quotients of complex numbers. [CCSS.MATH.CONTENT.HSN-CN.A.3](#)

B. Represent complex numbers and their operations on the complex plane. [CCSS.MATH.CONTENT.HSN-CN.B](#)

4. (+) Represent complex numbers on the complex plane in rectangular and polar form (including real and imaginary numbers), and explain why the rectangular and polar forms of a given complex number represent the same number. [CCSS.MATH.CONTENT.HSN-CN.B.4](#)
5. (+) Represent addition, subtraction, multiplication, and conjugation of complex numbers geometrically on the complex plane; use properties of this representation for computation. [CCSS.MATH.CONTENT.HSN-CN.B.5](#)
6. (+) Calculate the distance between numbers in the complex plane as the modulus of the difference, and the midpoint of a segment as the average of the numbers at its endpoints. [CCSS.MATH.CONTENT.HSN-CN.B.6](#)

C. Use complex numbers in polynomial identities and equations. [CCSS.MATH.CONTENT.HSN-CN.C](#)

7. Solve quadratic equations with real coefficients that have complex solutions. [CCSS.MATH.CONTENT.HSN-CN.C.7](#)
8. (+) Extend polynomial identities to the complex numbers. [CCSS.MATH.CONTENT.HSN-CN.C.8](#)
9. (+) Know the Fundamental Theorem of Algebra; show that it is true for quadratic polynomials. [CCSS.MATH.CONTENT.HSN-CN.C.9](#)

Vector and Matrix Quantities

A. Represent and model with vector quantities. [CCSS.MATH.CONTENT.HSN-VM.A](#)

1. (+) Recognize vector quantities as having both magnitude and direction. Represent vector quantities by directed line segments, and use appropriate symbols for vectors and their magnitudes (e.g., v , $|v|$, $\|v\|$, v). [CCSS.MATH.CONTENT.HSN-VM.A.1](#)
2. (+) Find the components of a vector by subtracting the coordinates of an initial point from the coordinates of a terminal point. [CCSS.MATH.CONTENT.HSN-VM.A.2](#)
3. (+) Solve problems involving velocity and other quantities that can be represented by vectors. [CCSS.MATH.CONTENT.HSN-VM.A.3](#)

B. Perform operations on vectors. [CCSS.MATH.CONTENT.HSN-VM.B](#)

4. (+) Add and subtract vectors. [CCSS.MATH.CONTENT.HSN-VM.B.4](#)
 - a. Add vectors end-to-end, component-wise, and by the parallelogram rule. Understand that the magnitude of a sum of two vectors is typically not the sum of the magnitudes. [CCSS.MATH.CONTENT.HSN-VM.B.4A](#)
 - b. Given two vectors in magnitude and direction form, determine the magnitude and direction of their sum. [CCSS.MATH.CONTENT.HSN-VM.B.4B](#)
 - c. Understand vector subtraction $v - w$ as $v + (-w)$, where $-w$ is the additive inverse of w , with the same magnitude as w and pointing in the opposite direction. Represent vector subtraction graphically by connecting the tips in the appropriate order, and perform vector subtraction component-wise. [CCSS.MATH.CONTENT.HSN-VM.B.4C](#)
5. (+) Multiply a vector by a scalar. [CCSS.MATH.CONTENT.HSN-VM.B.5](#)
 - a. Represent scalar multiplication graphically by scaling vectors and possibly reversing their direction; perform scalar multiplication component-wise, e.g., as $c(v_x, v_y) = (cv_x, cv_y)$. [CCSS.MATH.CONTENT.HSN-VM.B.5A](#)
 - b. Compute the magnitude of a scalar multiple cv using $\|cv\| = |c|v$. Compute the direction of cv knowing that when $|c| \neq 0$, the direction of cv is either along v (for $c > 0$) or against v (for $c < 0$). [CCSS.MATH.CONTENT.HSN-VM.B.5B](#)

C. Perform operations on matrices and use matrices in applications. [CCSS.MATH.CONTENT.HSN-VM.C](#)

6. (+) Use matrices to represent and manipulate data, e.g., to represent payoffs or incidence relationships in a network. [CCSS.MATH.CONTENT.HSN-VM.C.6](#)
7. (+) Multiply matrices by scalars to produce new matrices, e.g., as when all of the payoffs in a game are doubled. [CCSS.MATH.CONTENT.HSN-VM.C.7](#)
8. (+) Add, subtract, and multiply matrices of appropriate dimensions. [CCSS.MATH.CONTENT.HSN-VM.C.8](#)
9. (+) Understand that, unlike multiplication of numbers, matrix multiplication for square matrices is not a commutative operation, but still satisfies the associative and distributive properties. [CCSS.MATH.CONTENT.HSN-VM.C.9](#)

10. (+) Understand that the zero and identity matrices play a role in matrix addition and multiplication similar to the role of 0 and 1 in the real numbers. The determinant of a square matrix is nonzero if and only if the matrix has a multiplicative inverse. [CCSS.MATH.CONTENT.HSN-VM.C.10](#)
11. (+) Multiply a vector (regarded as a matrix with one column) by a matrix of suitable dimensions to produce another vector. Work with matrices as transformations of vectors. [CCSS.MATH.CONTENT.HSN-VM.C.11](#)
12. (+) Work with 2×2 matrices as transformations of the plane, and interpret the absolute value of the determinant in terms of area. [CCSS.MATH.CONTENT.HSN-VM.C.12](#)