K-12 Mathematics Introduction

The Georgia Mathematics Curriculum focuses on actively engaging the students in the development of mathematical understanding by using manipulatives and a variety of representations, working independently and cooperatively to solve problems, estimating and computing efficiently, and conducting investigations and recording findings. There is a shift towards applying mathematical concepts and skills in the context of authentic problems and for the student to understand concepts rather than merely follow a sequence of procedures. In mathematics classrooms, students will learn to think critically in a mathematical way with an understanding that there are many different ways to a solution and sometimes more than one right answer in applied mathematics. Mathematics is the economy of information. The central idea of all mathematics is to discover how knowing some things well, via reasoning, permit students to know much else—without having to commit the information to memory as a separate fact. It is the reasoned, logical connections that make mathematics coherent. The implementation of the Georgia Standards of Excellence in Mathematics places a greater emphasis on sense making, problem solving, reasoning, representation, connections, and communication.

Advanced Mathematical Topics

Advanced Mathematical Topics will look at mathematics in three areas: pure mathematics, applied mathematics, and application-oriented courses. There will be a strong focus on the presentation of mathematical ideas through both written and oral communication. is an introduction to Advanced Mathematical Topics. Topics, including logic and set theory, combinatorics, differential equations and mathematical proofs will be presented through an abstract approach that characterizes upper level mathematics courses. The goal is to give students the skills and techniques they will need as they study advanced mathematics at the college level. This is a post-AP course designed for students who have completed the AP Calculus AB/BC curriculum. (*Prerequisite: Successful completion of AP Calculus AB and/or AP Calculus BC*)

Mathematics | Standards for Mathematical Practice

Mathematical Practices are listed with each grade/course mathematical content standards to reflect the need to connect the mathematical practices to mathematical content in instruction.

The Standards for Mathematical Practice describe varieties of expertise that mathematics educators at all levels should seek to develop in their students. These practices rest on important "processes and proficiencies" with longstanding importance in mathematics education. The first of these are the NCTM process standards of problem solving, reasoning and proof, communication, representation, and connections. The second are the strands of mathematical proficiency specified in the National Research Council's report *Adding It Up*: adaptive reasoning, strategic competence, conceptual understanding (comprehension of mathematical concepts, operations and relations), procedural fluency (skill in carrying out procedures flexibly, accurately, efficiently and appropriately), and productive disposition (habitual inclination to see mathematics as sensible, useful, and worthwhile, coupled with a belief in diligence and one's own efficacy).

1 Make sense of problems and persevere in solving them.

High school students start to examine problems by explaining to themselves the meaning of a problem and looking for entry points to its solution. They analyze givens, constraints, relationships, and goals. They make conjectures about the form and meaning of the solution and plan a solution pathway rather than simply jumping into a solution attempt. They consider analogous problems, and try special cases and simpler forms of the original problem in order to gain insight into its solution. They monitor and evaluate their progress and change course if necessary. Older students might, depending on the context of the problem, transform algebraic expressions or change the viewing window on their graphing calculator to get the information they need. By high school, students can explain correspondences between equations, verbal descriptions, tables, and graphs or draw diagrams of important features and relationships, graph data, and search for regularity or trends. They check their answers to problems using different methods and continually ask themselves, "Does this make sense?" They can understand the approaches of others to solving complex problems and identify correspondences between different approaches.

2 Reason abstractly and quantitatively.

High school students seek to make sense of quantities and their relationships in problem situations. They abstract a given situation and represent it symbolically, manipulate the representing symbols, and pause as needed during the manipulation process in order to probe into the referents for the symbols involved. Students use quantitative reasoning to create coherent representations of the problem at hand; consider the units involved; attend to the meaning of quantities, not just how to compute them; and know and flexibly use different properties of operations and objects.

3 Construct viable arguments and critique the reasoning of others.

High school students understand and use stated assumptions, definitions, and previously established results in constructing arguments. They make conjectures and build a logical progression of statements to explore the truth of their conjectures. They are able to analyze situations by breaking them into cases, and can recognize and use counterexamples. They justify their conclusions, communicate them to others, and respond to the arguments of others. They reason inductively about data, making plausible arguments that take into account the context from which the data arose. High school students are also able to compare the effectiveness of two plausible arguments, distinguish correct logic or reasoning from that which is flawed, and—if there is a flaw in an argument—explain what it is. High school students learn to determine domains to which an argument applies, listen or read the arguments of others, decide whether they make sense, and ask useful questions to clarify or improve the arguments.

4 Model with mathematics.

High school students can apply the mathematics they know to solve problems arising in everyday life, society, and the workplace. By high school, a student might use geometry to solve a design problem or use a function to describe how one quantity of interest depends on another. High school students making assumptions and approximations to simplify a complicated situation, realizing that these may need revision later. They are able to identify important quantities in a

practical situation and map their relationships using such tools as diagrams, two-way tables, graphs, flowcharts and formulas. They can analyze those relationships mathematically to draw conclusions. They routinely interpret their mathematical results in the context of the situation and reflect on whether the results make sense, possibly improving the model if it has not served its purpose.

5 Use appropriate tools strategically.

High school students consider the available tools when solving a mathematical problem. These tools might include pencil and paper, concrete models, a ruler, a protractor, a calculator, a spreadsheet, a computer algebra system, a statistical package, or dynamic geometry software. High school students should be sufficiently familiar with tools appropriate for their grade or course to make sound decisions about when each of these tools might be helpful, recognizing both the insight to be gained and their limitations. For example, high school students analyze graphs of functions and solutions generated using a graphing calculator. They detect possible errors by strategically using estimation and other mathematical knowledge. When making mathematical models, they know that technology can enable them to visualize the results of varying assumptions, explore consequences, and compare predictions with data. They are able to identify relevant external mathematical resources, such as digital content located on a website, and use them to pose or solve problems. They are able to use technological tools to explore and deepen their understanding of concepts.

6 Attend to precision.

High school students try to communicate precisely to others by using clear definitions in discussion with others and in their own reasoning. They state the meaning of the symbols they choose, specifying units of measure, and labeling axes to clarify the correspondence with quantities in a problem. They calculate accurately and efficiently, express numerical answers with a degree of precision appropriate for the problem context. By the time they reach high school they have learned to examine claims and make explicit use of definitions.

7 Look for and make use of structure.

By high school, students look closely to discern a pattern or structure. In the expression $x^2 + 9x + 14$, older students can see the 14 as 2×7 and the 9 as 2 + 7. They recognize the significance of an existing line in a geometric figure and can use the strategy of drawing an auxiliary line for solving problems. They also can step back for an overview and shift perspective. They can see complicated things, such as some algebraic expressions, as single objects or as being composed of several objects. For example, they can see $5 - 3(x - y)^2$ as 5 minus a positive number times a square and use that to realize that its value cannot be more than 5 for any real numbers x and y. High school students use these patterns to create equivalent expressions, factor and solve equations, and compose functions, and transform figures.

8 Look for and express regularity in repeated reasoning.

High school students notice if calculations are repeated, and look both for general methods and for shortcuts. Noticing the regularity in the way terms cancel when expanding (x - 1)(x + 1), $(x - 1)(x^2 + x + 1)$, and $(x - 1)(x^3 + x^2 + x + 1)$ might lead them to the general formula for the sum of a geometric series. As they work to solve a problem, derive formulas or make generalizations, high

school students maintain oversight of the process, while attending to the details. They continually evaluate the reasonableness of their intermediate results.

Connecting the Standards for Mathematical Practice to the Standards for Mathematical Content

The Standards for Mathematical Practice describe ways in which developing student practitioners of the discipline of mathematics should engage with the subject matter as they grow in mathematical maturity and expertise throughout the elementary, middle and high school years. Designers of curricula, assessments, and professional development should all attend to the need to connect the mathematical practices to mathematical content in mathematics instruction.

In this respect, those content standards that set an expectation of understanding are potential "points of intersection" between the Standards for Mathematical Content and the Standards for Mathematical Practice. These points of intersection are intended to be weighted toward central and generative concepts in the school mathematics curriculum that most merit the time, resources, innovative energies, and focus necessary to qualitatively improve the curriculum, instruction, assessment, professional development, and student achievement in mathematics.

Advanced Mathematical Topics | Content Standards

Differential Equations

Students will demonstrate knowledge of differential equations.

MAMT.DE.1 Students will classify differential equations in terms of ordinary/partial, order, and linearity.

MAMT.DE.2 Students will solve first and second order linear homogeneous equations by finding integrating factors and auxiliary equations.

MAMT.DE.3 Students will determine whether a first or second order initial value problem has a unique solution over a given interval.

MAMT.DE.4 Students will partially differentiate functions of multiple variables.

Discrete Mathematics

<u>Students will demonstrate knowledge of discrete mathematics in the areas of graph theory,</u> <u>combinatorics, and game theory.</u>

MAMT.DM.1 Students will solve problems using concepts in graph theory including directed and undirected graphs, the Handshaking Theorem, isomorphism, paths, connectedness, and Euler and Hamilton Paths.

MAMT.DM.2 Students will explore counting principles such as: recurrence relations, Polya's Enumeration Theorem, inclusion-exclusion, and the Pigeonhole principle.

MAMT.DM.3 Students will explore game theory including Nash Equilibrium and two-player zero-sum games.

Logic/Set Theory

Students will demonstrate knowledge of logic/set theory.

MAMT.LS.1 Students will determine if a relation is an equivalence relation over a given set.

MAMT.LS.2 Students will describe sets using set builder notation. Students will define, use notation of, and pictorially represent set theory concepts, including union, intersection, element of, cardinality, complement, subset, and proper subset.

MAMT.LS.3 Students will apply the modus ponens and/or modus tollens to determine the validity of logical arguments involving conditionals.

MAMT.LS.4 Students will apply quantifiers, conditionals, negations, contrapositives, converses, and inverses to determine the validity of logic statements.

MAMT.LS.5 Students will represent sentences in symbolic form and use the tools of truth tables and symbolic logic in assessing equivalence and validity.

MAMT.LS.6 Students will determine equivalence between sentences involving conjunctions, disjunctions, negations, and or/conditions.

MAMT.LS.7 Students will determine truth tables for sentences and use Venn diagrams to illustrate the relationships represented by these truth tables.

MAMT.LS.8 Students will use Karnaugh Maps to simplify Boolean algebra expressions.

Proofs

Students will apply various proof techniques.

MAMT.PR.1 Students will utilize appropriate methods of proof such as: direct proof, proof by mathematical induction, proof by transposition, and proof by contradiction.

MAMT.PR.2 Students will differentiate between mathematical theorems and axioms, using graph theory, counting principles, and game theory.

MAMT.PR.3. Students will write theorems containing a hypothesis and conclusion, using graph theory, counting principles and game theory.

MAMT.PR.4 Students will prove previously recognized mathematical theorems, such as but not limited to the Pythagorean Theorem, the Minimax Theorem, the Binomial Theorem, and Cantor's Theorem.