Education

The Science of Learning™ Algebra Volume 4 APPLE®



SOUTHATE S





The Science of Learning™ Algebra Volumes 1.6 APPLE®

Algebra

Volumes 1 through 6

The Science of Learning

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INTRODUCTION

The *Algebra* series teaches the fundamental concepts of a firstyear course in algebra. Each volume in the series is a distinct and independent unit.

The *Algebra* series uses positive reinforcement in the learning process. Correct responses are acknowledged; incorrect responses produce the correct answer on screen.

Each concept in *Algebra's* six volumes is presented in four distinct learning styles: definition/discussion; rule; example; and sample problem. You are encouraged to experiment with each style and determine the one most suited to your learning needs.

The *Algebra* system is designed so that you can enter and exit the program at any point and still maintain a report of your progress. The system is flexible enough to advance to a new concept or backtrack to review a previous one. Titles at the top of each frame let you know where you are in the system; information maps show you what you have learned, what you have yet to learn, and what you have had trouble mastering.

USING THE ALGEBRA SERIES

The content of the *Algebra* series is divided into Learning Units that give you an easy and flexible way to check your progress. You can keep track of your current level of mastery, as well as forecast the steps you must take to develop further skills.

To help you manage your own progress, the Learning Units have been mapped on graphic menus. To the left of each menu you see a flow chart which represents the choices available from the menu. The flow chart also recommends a sequence to follow. Each of the boxes in the flow chart is listed to the right of the menu. You choose the menu item with which you want to work.

(START)	ALGEBRA Module #3 Ver 1.0 10 Jun 82		
	CONTENTS		
	<pre><1> MONOMIALS <2> POLYNOMIALS <3> SIMPLE </pre>		
	FACTORING (4) FACTORING AND BINOMIALS		
	(5) QUADRATIC TRINOMIALS		
	<pre><6> POST TEST <9> RESET MENU <0> STOP</pre>		
(6)	WHICH (0-9) ?? 🔳		

In the *Unit Menu*, each of the rectangular figures in the flow chart has a color-coded outline that denotes your progress:

White — you have not yet attempted that unit or concept.

Green — you have selected a particular unit and (after the test problems or the unit test is completed) you have mastered the skill being taught.

Red — you have attempted, but not yet mastered, that particular skill.

Blue — this unit is recommended.

To begin working with *Algebra*, insert the disk into the disk drive. Turn on the monitor and the switch at the back of your computer. (These disks require DOS 3.3. If you have difficulty with the disk, consult your DOS manual). If you are using an Aple IIe or a Franklin Ace computer, make sure the **[CAPS LOCK]** is down. After a few seconds, the Algebra title page and the *Unit Menu* appear.

The Learning Units

Select any unit from the *Unit Menu* and press the number key corresponding to that unit. A few moments later, the concepts in that unit appear, in menu form, on the screen.

Select the concept with which you want to work by pressing the number key corresponding to that concept. The *Learning Mode Menu* appears on the screen. Select your learning mode:

[1] **Definition/discussion** a discussion of ideas and definitions of terms; lays the groundwork for understanding a concept before specific problems are presented.

[2] **Rule** principles for using each idea presented in a particular concept.

[3] **Example** illustrations of how to apply a rule or solve a problem.

[4] **Sample Problem** questions that test your ability to use the information presented in the other learning

styles. Each time you respond, your answer is confirmed on the screen: **RIGHT** or **CORRECT** for a correct answer; **WRONG** or **NO** (along with the correct answer) for an incorrect answer. If you are dissatisfied with your performance, select another learning style, then return to Sample Problems to retest yourself.

Three letter/number groups appear at the top left corner of each screen display. The letters are C, M, and P. The C refers to the *concepts* which are available in that unit. The M refers to the *mode* (1 — definition/discussion, 2 — rule, 3 — example, and 4 — sample problem). The P refers to the current *page* number within that concept and mode. In some cases, a mode will have only one frame. In other cases, there are multiple frames. To change modes, press [ESC] [M] [n] (where n = number of the mode you want to enter).

To return to the unit's menu, press [ESC] [M] [0]. When the menu appears, you can continue with the current learning mode by selecting that mode again and repeating pages. You can also select a new learning mode, or select a new concept.

To leave a learning unit, press [ESC], wait for a beep and then press [ESC] again. This will return you to the *Unit Menu*. Then press [\emptyset]. Do not exit the program by turning off your computer. Your progress will not be recorded properly.

Volume 1

Major Objectives

You will be able to do the following after completing this volume:

- Evaluate the truth value of numeric equations and inequalities without variables.
- Determine the value and absolute value of integers shown on a number line.
- Determine the form of relationship (if any) between two given sets of integers.
- Find the value of single-variable expressions, using the rules of precedence, given the value of the variable.
- Find the value of multi-variable expressions, using the rules of precedence, given the values of the variables.

Learning Units

UNIT 1: Definitions

Concept 1: Numerals Concept 2: Operators Addition Subtraction Multiplication Division Concept 3: Grouping Symbols Concept 4: Equality

UNIT 2: Number Line Operations

Concept 1: The Number Line Concept 2: Real Numbers Positive Negative Real Numbers Absolute Values Concept 3: Using Negative Numbers Addition Subtraction Multiplication Division

UNIT 3: Sets

Concept 1: Definition - element/non-element **Concept 2: Number Systems** Natural Numbers Whole Numbers Integers **Real Numbers** Concept 3: Size Null Set **Finite Set Infinite Set Concept 4: Properties Equal Sets Equivalent Sets** Subsets Union of Sets Intersection of Sets

UNIT 4: Evaluating Expressions

Concept 1: Variables/Constants Concept 2: Factors/Coefficients Concept 3: Exponents

UNIT 5: Rules for Reducing Equations

Concept 1: Combining Like Terms Concept 2: Simple Equations Concept 3: Order of Operations

Volume 2

Major Objectives

You will be able to do the following after completing this volume:

- Find the value of the additive inverse of a multi-number expression without variables, following the rules of precedence.
- Simplify complex two-variable expressions (using the distributive property of multiplication) using rules of precedence.
- Solve single-variable expressions using transformation by multiplication or division, as appropriate.
- Determine whether an inequality with one variable and an absolute value is a conjunction or disjunction and define its solution set.

Learning Units

UNIT 1: Addition of Real Numbers

Concept 1: Axioms of Closure and Equality Reflexive Property of Equality Symmetric Property of Equality Transitive Property of Equality Axiom of Closure for Addition Substitution Principle Concept 2: Commutative and Associate Axioms Commutative Axiom of Addition Associative Axiom of Addition Concept 3: Displacement and the Identity Element Displacement Identity Element for Addition Additive Axiom of Zero Concept 4: The Opposite of a Real Number Additive Inverse Axiom of Opposites Property of the Opposite of a Sum

UNIT 2: Multiplication of Real Numbers

Concept 1: Axioms of Closure and Equality **Reflective Property of Equality** Symmetric Property of Equality Transitive Property of Equality Axiom of Closure for Multiplication Substitution Principle **Concept 2: Commutative and Associate Axioms** Commutative Axiom of Multiplication Associative Axiom of Multiplication **Concept 3: Distributive Property of Multiplication Equivalent Expressions Concept 4: Rules for Multiplication** Identity Element of Multiplication Multiplicative Axiom of One Multiplicative Property of Zero Multiplicative Property of -1 Property of Opposites in Products Concept 5: The Reciprocal of a Real Number Multiplicative Inverse Axiom of Reciprocals Property of the Reciprocal of a Product

UNIT 3: Solving Equations and Problems

Concept 1: Equations Root of an Equation Solution Set Solving an Equation Domain **Conditional Equation** Identity **Concept 2: Transformation by Addition** and Subtraction Addition of Properties by Equality Subtraction of Properties by Equality Transformation by Substitution Transformation by Addition Transformation by Subtraction **Concept 3: Transformation by Multiplication** and Division **Multiplicative Property of Equality Division Property of Equality** Transformation by Multiplication Transformation by Division **Concept 4: Using Several Transformations Inverse** Operations Like Terms **Concept 5: Functions** Domain and Range

UNIT 4: Solving Inequalities

Concept 1: Axioms of Order Transitive Axiom of Order Additive Property of Order Multiplicative Property of Order Axiom of Comparison Concept 2: Transforming Inequalities Equivalent Inequalities Conditional Inequalities Concept 3: Combining Inequalities Conjunctive Disjunctive

Volume 3

Major Objectives

You will be able to do the following after completing this volume:

- Simplify complex expressions with two variables and multiple levels of exponents using rules of precedence.
- Multiply two first-order, single-variable polynomials and express the result in simplified form.
- Given a first-order polynomial in four variables, reducible to two polynomials in two variables with integer coefficients, and given one such two-variable factor, determine the second factor.
- Determine the factors of a single-variable, second-order trinomial, when each factor has a coefficient of 1 for the variable, and when each factor has any integer coefficient for the variable.

Learning Units

UNIT 1: Monomials

Concept 1: Addition and Subtraction Definition — degree of a term Concept 2: Multiplication Multiplying Powers of the Same Base Power of a Product Power of a Power Multiplying a Monomial by a Monomial Concept 3: Division Dividing Powers of the Same Base Dividing a Monomial by a Monomial Zero and Negative Exponents

UNIT 2: Polynomials

Concept 1: Addition and Subtraction Definition — degree of a polynomial; ascending, descending terms Concept 2: Multiplication Polynomial by a Monomial Two Polynomials Powers of Polynomials — expansion Concept 3: Division of Polynomials Polynomials by a Monomial Polynomials by a Polynomial

UNIT 3: Simple Factoring

Concept 1: Prime Factors Prime Numbers Greatest Common Factor Concept 2: Monomial Factor Greatest Monomial Factor Squaring a Monomial Concept 3: Difference of Two Squares Multiplying Sum and Difference of Two Numbers Factoring the Difference of Two Squares

UNIT 4: Factoring and Binomials

Concept 1: Trinomial Square Squaring a Binomial Factoring a Trinomial Square Concept 2: Multiplying Binomials Concept 3: Product of Binomial Sums or Differences Concept 4: Product of Binomial Sum and

Differences

UNIT 5: Quadratic Trinomials

Concept 1: Factoring Quadratic Trinomials Concept 2: Combining Factoring Concept 3: Zero Products Concept 4: Solving Polynomial Equations

Volume 4

Major Objectives

You will be able to do the following after completing this volume:

- Given plotted points and the domain element of ordered pairs representing two of the points, determine the range element of each pair, and determine if the relation is a function.
- Plot the graph of an equation given in slope-intercept form.
- Determine the value of one variable given the value of and relationship to two variables with which it varies jointly or in combination.
- Solve a system of simultaneous linear equations in two variables.
- Graph the solution set for an inequality involving the absolute value of a single variable.

Learning Units

UNIT 1: Introduction to Graphing

Concept 1: Ordered Pairs Tables, Graphs Concept 2: Coordinates in a Plane Axes, Quadrants, Plotting Concept 3: Relations and Functions Concept 4: Open Sentences in Two Variables

UNIT 2: Linear Equations

Concept 1: Graphing Linear Equations in Two Variables Equation of a Line Concept 2: Slope of a Line Positive, Negative, Zero, No Slope Concept 3: Slope Intercept Form of A Linear Equation Concept 4: Finding the Equation of a Line

UNIT 3: Variation

Concept 1: Ratio and Proportion Concept 2: Direct Variation Concept 3: Inverse Variation Concept 4: Joint and Combined Variations

UNIT 4: Solving Systems of Linear Equations

Concept 1: Graphic Method Concept 2: Addition and Subtraction Using Multiplication Concept 3: Substitution Method

UNIT 5: Inequalities

Concept 1: Graph of an Inequality in Two Variables Concept 2: Graphs of Systems of Linear Equations Concept 3: Graphing Open Sentences Involving Absolute Values.

Volume 5

Major Objectives

You will be able to do the following after completing this volume:

- Determine whether a given integer has a rational or irrational square root.
- Solve a single-variable radical equation.
- Given the dimensions of two sides of a right triangle, specify the dimension of the third side (using the Pythagorean Theorem) in radical form, or in decimal form.

Learning Units

UNIT 1: Irrational Numbers

Concept 1: Rational and Irrational Numbers Concept 2: Roots of Numbers Concept 3: Properties of Irrational Numbers

UNIT 2: Radical Expressions

Concept 1: Simplifying Radicals Concept 2: Addition and Subtraction Concept 3: Conjugates Concept 4: Radical Equations

UNIT 3: Finding Square Roots

Concept 1: Approximate Square Roots

Concept 2: Computing Square Roots

Concept 3: Using Tables

Concept 4: The Pythagorean Theorem

Volume 6

Major Objectives

You will be able to do the following after completing this volume:

- Solve a quadratic equation (using the quadratic formula).
- Solve a quadratic inequality using either factoring or graphing.

Learning Units

UNIT 1: Quadratic Equations

Concept 1: Square Root Property Concept 2: Sum and Product of Roots Concept 3: Completing a Trinomial Square Concept 4: The Quadratic Formula

UNIT 2: Quadratic Inequalities

Concept 1: Roots of a Quadratic Equation Concept 2: Solving Quadratic Inequalities Concept 3: Using Graphs to Solve Quadratic Inequalities

Algebra Comprehensive Posttest

This posttest examines your understanding of the concepts taught in the *Algebra* series. You can select the volumes in the series you want to include in the posttest, how many test items to include for each unit, and what the passing percentage should be.

If your computer is equipped with a printer, you can produce a paper copy of your performance results. With or without a printer, the reporting mechanism for this test identifies specific instruction areas in which your performance meets the passing percentage and those in which additional study is required.

TROUBLESHOOTING

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UPPER CASE CHARACTERS? This program will only recognize commands in upper case characters. If you have modified your Apple II or Apple II + to provide both upper and lower case capability you must disconnect the modification so your keyboard is locked in the upper case position or make sure the shift key is pressed down before typing commands.

CAPS LOCK DOWN? Both the Apple IIe and Franklin Ace 1000 require that the CAPS LOCK be in a down position before this program will recognize commands.

CONTROLLER CARD INSTALLED? A DOS 3.3 Controller Card must be installed in slot #6 of your computer for the program to work properly.

LOADING ERRORS? If the computer does not load the program properly, open the disk drive latch, slide the disk out and then back into the disk drive as far as it will go, then reclose the latch. If the problem remains, insert a disk that you know works properly. If this disk does not work, you may have a problem with your disk drive. Should the problem be confined solely to the Peachtree disk, return the disk to us for replacement or correction.

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PROGRAM ERROR or **DEFECTIVE DISK?** Return the disk to us for correction or replacement.

DO NOT WRITE PROTECT THE DISK. File writing occurs during the use of the program; do not place a Write Protect tab on the program disk.

Please call us if difficulties using this program persist. You can reach our Customer Service representative at (818) 706-0661.

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- Customer Registration
- Customer Support
- Product Upgrade Plan
- Product Replacement Plan
- Limited Warranty
- License Agreement
- Replacement Order Card
- Customer Registration Card

Customer Registration

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1. Consult the user's manual and other instructional materials that accompany the product. They contain answers to most users' questions. Also check to see if the program supports the particular operating system, interfaces and peripherals that you have.

2. Consult your dealer. Most dealers are knowledgeable about Peachtree Software products and are your convenient local source of information. 3. Finally, if your question cannot be answered by reading the manual or consulting your dealer, call: For accounting and office productivity at (404) 239 · 3165 between 8:30 a.m. and 7:00 p.m. (Eastern Standard Time) Monday thru Friday. For educational products at (818) 706 · 0661 between 8:00 a.m. and 5:00 p.m. (Pacific Time) Monday thru Friday.

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Product Upgrade Plan

New versions of Peachtree Software products, incorporating new features and capabilities, are regularly introduced as part of our company's ongoing development program. The Peachtree Software Product Upgrade Plan enables existing customers to take advantage of these enhancements. Under the Product Upgrade Plan:

• You will be notified by mail whenever a new version is introduced.

• You have the option to obtain new versions of your product when they are introduced at a special upgrade price.

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Education

The Science of Learning Algebra Volume 4

Algebra teaches the fundamental concepts of first-year algebra. Its instruction is interactive; the programs work with you at a pace and sequence that match your needs.

Volume 4 contains five learning units, each one focused on a specific content area:

- Introduction to graphing
- Linear equations
- Variation
- Solving systems of linear equations
- Inequalities

Each concept in <u>Algebra</u> is presented in four distinct learning styles. You may read a discussion which defines a concept; study the rules which govern an operation; watch an equation being solved step by step; or work sample problems. By selecting the style you prefer, you manage your own learning.

The <u>Algebra</u> program supplements schoolwork and helps gifted students advance. It can assist teachers in the classroom, or help adults sharpen their analytical skills. Apple II, Applesoft, 48K, DOS 3.3 Apple II+, 48K, DOS 3.3 Apple IIe, Disk Drive Franklin Ace 1000, 1000 Plus, Disk Drive

Features that make <u>Algebra</u> a useful and flexible teaching tool:

- High resolution color graphics and upper/lower case letters for maximum clarity.
- Information maps trace and evaluate progress.
- The system can advance to a new concept or backtrack to review a previous one.
- Titles in each frame let you know where you are in the system.
- Flow-charts show specific areas mastered and those in which more work is needed.
- A clear, readable manual describes <u>Algebra's</u> operation, explains the thinking behind its instructional design, and offers a guide to using the system more effectively.
- The Science of Learning products are supported after sale through EduWare's Limited Warranty, rapid service, and low cost updates and replacements.



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