















A POSSIBLE "TRADITIONAL" PATHWAY (to be included in the C4 Framework)

Geometry	"Algebra 1"	L" PATHWAY (to be included in the CA Framework) "Geometry"	"Algebra 2"
Algebra 1 & Algebra 2	(Geometric on linear, quadratic, and exponential functions)		(Geomeis on higher degree polynomial, simple rational, legarithmic, and sinusoidal functions)
Number & Quantity:	Extend properties of exponents to rational exponents     Use properties of rational & irrational numbers     Resean quantitatively & use units to solve problems		Perform arithmetic operations with complex numbers     Use complex numbers in polynomial identities & equations
Alechra;	Interpret the structure of expressions     Write expressions in equivalent forms to solve problems     Purform arithmetic operations on polynomials     Create equations that describe numbers or relationships     Understand solving equations as a process of reasoning & explain the nessening     Solve equations & inequalities in one variable     Solve equations & inequalities in one variable     Solve systems of equations     Represent & solve equations and inequalities graphically		Interpret the structure of expressions     Write expressions in equivalent forms to solve problems     Parform arithmetic operations on polynomials     Understand the relationship between zeros & factors of polynomials     Use polynomial identities to solve problems     Rewrite rational expressions     Crease equations that describe numbers or relationships     Understand solving equations as a process of reasoning & explain the reasoning     Represent & solve equations and inequalities graphically
Functions:	Understand the concept of function & use function neutrion Interpret functions that arise in applications in terms of the context Analyse functions using different representations ituild a function that models a relationship between two quantities Build new functions from existing functions Construct & compare linear, quadratic, & exponential models to subsequentials Interpret expressions for functions in terms of the situation they model Apply quadratic equations to physical problems		Interpret functions that arise in applications in terms of the centers!  Analyze functions using different representations:  Build a function that models a relationship between two quantities.  Build new functions from existing functions.  Construct & compane linear, quadratic, & suppossed models to solve problems.  Extend the domain of trigonometric functions using the unit circle.  Model periodic phenomena with trigonometric functions.  Prove & apply trig identities.
Geometry:		Department with transformations in the plane Understand congruence in terms of rigid motions Prove geometric theorems & be able to use them Make geometric constructions Understand similarity in terms of transformations Prove theorems involving similarity Define trigonometric ratios & solve problems involving sight triangles Understand & apply theorems about circles Find are length & area of sectors of circles (define radian measure & convert between degrees & radians) Installed between the geometric description & the equation for a solid section telecles & parabottes  Use coordinates to prove simple geometric theorems algebraically Explain volume formulas & use them to solve problems Visualize relationships between 2D & 3D objects districtly 3D objects generated by rotation of 2D objects Determine how changes in dimension affect perimeter, area, & volume Apply geometric concepts in medeling situations	* Translate between the geometric description & the squadron for a zonic section (corcles, parabolia, allipara)
Statistics & Probability:	Summarise, represent A interpret data on a single count or measurement variable (compare center & speed, account for effects of outliers)  Summarise, represent & interpret data on two categorical & quantitative variables (linear, quadratic & exponential models)  Interpret linear models (compute correlation coefficient of linear fit, distinguish between consistion & causation)	Understand independence & conditional probability & use them to intempret data Use rules of probability to compute probabilities of compound events in a uniform probability model.  In probability to evaluate concerns of decisions.	Summance, represent A interpret data on a single count of measurement variable (mean & standard deviation of a data set to fit a nermal distribution) Understand & evaluate random processes underlying statistical emperiments.  Make inference & justify conclusions from sample surveys, experiments, & observational studies.  Use probability to evaluate the outcomes of decisions.

A POSSIBLE "INTEGRATED" PATHWAY (to be included in the CA Framework)

Namber &	Medel Math 1 (Focus is an linear & exponential functions)  * Reason quantitatively & use units to solve problems	Madel Math 2 (Focus is on quadratic functions)  * Extend properties of exponents to rational exponents	Model Math 3 (Focus is on higher degree polynomial, sinusoidal, simple rational, and logarithmic functions)  * See complex numbers in polynomial identities A
Quantity:		Use properties of rational & irrational numbers     Perform arithmetic operations with complex numbers     Use complex numbers in polynomial identifies & equations	egawions.
Alzehra:	- Interpret the structure of expressions - Create equations that describe numbers or relationships - Understand solving equations as a process of reasoning - & explain the reasoning - Solve equations A inequalities in one variable - including those with absolute value - Solve systems of equations - Represent A solve equations and inequalities - graphically	Interpret the structure of expressions     Write expressions is equivalent forms to notes problems     Perform arithmetic operations on polynomials     Create equations that describe numbers or relationships     Solve equations A inequalities in one variable (including those with absolute value)     Solve systems of equations	Interpret the structure of expressions     Write expressions is equivalent forms to solve problems     Understand the relationship between zeros.     & docume of polynomials     Use polynomial identities to solve problems     Rewrite rational expressions     Create equations that describe numbers or relationships     Understand colving equations as a process of reasoning & explain the reasoning     Represent A solve equations and inequalities     graphically
Functions:	Understand the concept of function & use function notation Interpret functions that arise in applications is terms of the context  Analyse functions using different representations  Build a function that models a relationship between two quantities (integer inputs)  Build see functions from existing functions  Construct & compare linear, quadratic, & exponential models to solve problems  Interpret expressions for functions in terms of the situation they model	Interpret functions that arise in applications in terms of the contest  Analyse functions using different representations  Build a function that models a relationship between two quantities  Build new functions from existing functions  Construct & compare linear, quadratic, & exponential models to solve problems  Apply quadratic equations to physical problems  Prove & apply trig identicles (sin T + con T - 1)	Interpret functions that arise in applications in terms of the context  Analyse functions using different representations      Fulld a function that models a relationship between two quantities (Composition of functions A lawerus functions)  Build new functions from existing functions  Construct A compare linear, quadratic, & supersection models to solve problems  Extend the domain of trigonometric functions using the unit circle (define radian measure A convert between degrees & radians)  Model periodic phenomena with trigonometric functions
Geometry:	Experiment with transformations in the plane     Understand congruence in terms of rigid motions     Make geometric constructions     Iss continuous to prove simple geometric theorems     algebra colly	Prove geometric theorems & be able to use descriptoral angle theorem, theorems about angles on parallel lines, triangle sum theorem, inecodes triangle theorem, midagement theorem, triangle inequality theorem, theorems about parallelograms).  Understand similarity in terms of transformations.  Prove theorems involving similarity.  Define trigonometric ratios & solve problems involving right stimules.  Understand & apply theorems about circles.  Find are length & area of sectors of circles.  Translate between the premetral description. A the squatter for a section factors in processing the solve problems.  Explain volume formulas & use them to solve problems.  Determine how changes in dimension affect perimeter, area, & solves.	Visualize relationships between 2D & 3D objects & identify 3 D objects generated by sotation of 2D objects Apply geometric concepts in modeling situations Figuralize between the geometric description & the equation for a conic section (circles, parabolas, ellipses) Apply trigonometry to general triangles
Statistica & Probability:	<ul> <li>Summarize, represent &amp; interpret data on a single count or measurement variable (compare center &amp; spread, account for effects of earliers)</li> <li>Summarize, represent &amp; interpret data on two categorical &amp; quantitative variables (linear, quadratic &amp; exponential models)</li> <li>Interpret linear models (compute comelation coefficient of linear St, distinguish between correlation &amp; causation)</li> </ul>	Understand independence & conditional probability & use them to interpret data Use rules of probability to compute probabilities of compound events in a uniform probability model. Use probability to evaluate nationals of decisions.	Summarize, represent & interpret data on a single count of measurement variable (mean & standard deviation of a data set to fit a normal distribution)  Understand & evaluate random processes underlying statistical experiments.  Make inferences & justify conclusions from sample surveys, experiments, & observational studies.  Use probability to evaluate the outcomes of decisions.

