

<b>(12, 12a, 12 b)</b> Interpret expressions that represent a quantity in terms of its context.* [A-SSE1] Interpret parts of an expression such as terms, factors, and coefficients. [A-SSE1a] Interpret complicated expressions by viewing one or more of their parts as a single entity. [A-SSE1b]				
<b>(17)</b> Identify zeros of polynomials when suitable factorizations are available, and use the zeros to construct a rough graph of the function defined by the polynomial. [A-APR3]				
<b>(33)</b> Write a function that describes a relationship between two quantities.* [F-BF1] a. Combine standard function types using arithmetic operations. [F-BF1b]				
<b>(19)</b>				



<b>(42)</b> (+) Analyze decisions and strategies using probability concepts (e.g., product testing, medical testing, pulling a hockey goalie at the end of a game). [S-MD7]				
<b>(9)</b> (+) Add, subtract, and multiply matrices of appropriate dimensions. [N-VM8]				
<b>(11)</b> (+) 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. [N-VM10]				
<b>(7)</b> (+) Use matrices to represent and manipulate data, e.g., to represent payoffs or incidence relationships in a network. ( <i>Use technology to approximate roots.</i> ) [N-VM6]				
<b>(8)</b> (+) Multiply matrices by scalars to produce new matrices, e.g., as when all of the payoffs in a game are doubled. [N-VM7]				
<b>(10)</b> (+) Understand that, unlike multiplication of numbers, matrix multiplication for square matrices is not a commutative operation, but still satisfies the associative and distributive properties. [N-VM9]				
<b>(26)</b> (+) Find the inverse of a matrix if it exists and use it to solve systems of linear equations (using technology for matrices of dimension $3 \times 3$ or greater). [A-REI9]				