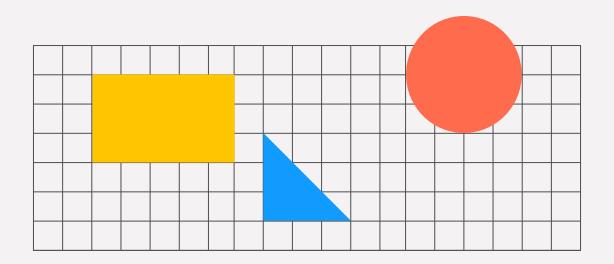
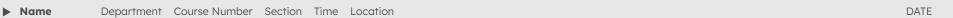
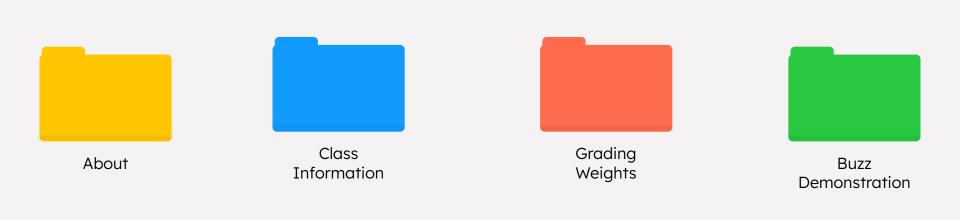
# IvyTech Math with

With Mr. Grue





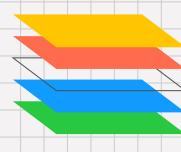




### About Me







**Hobbies** 

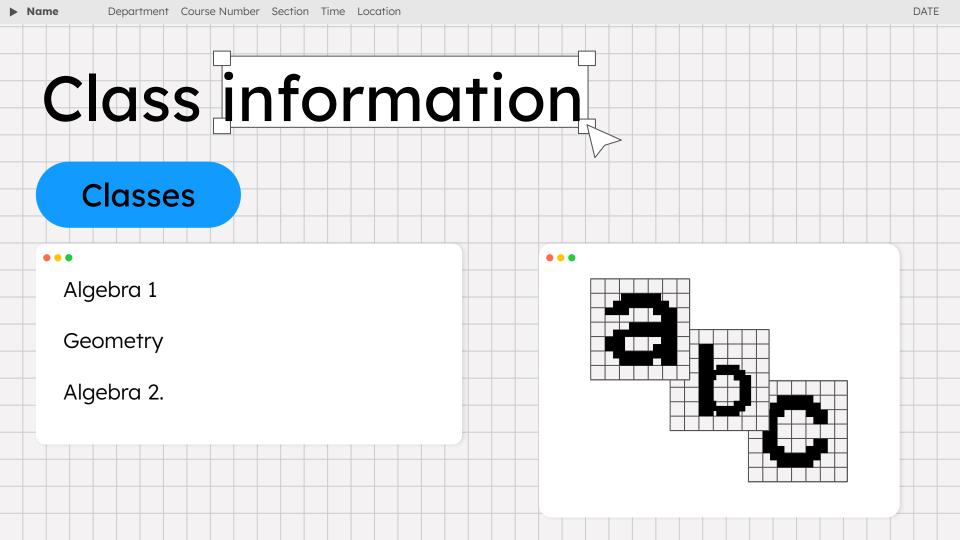
Hiking, playing video games, watching baseball (Dodgers) and football (Rams) I am Mr. Grue. This is my 5th year teaching at IvyTech Charter School. I teach all Mathematics classes and Game Design.

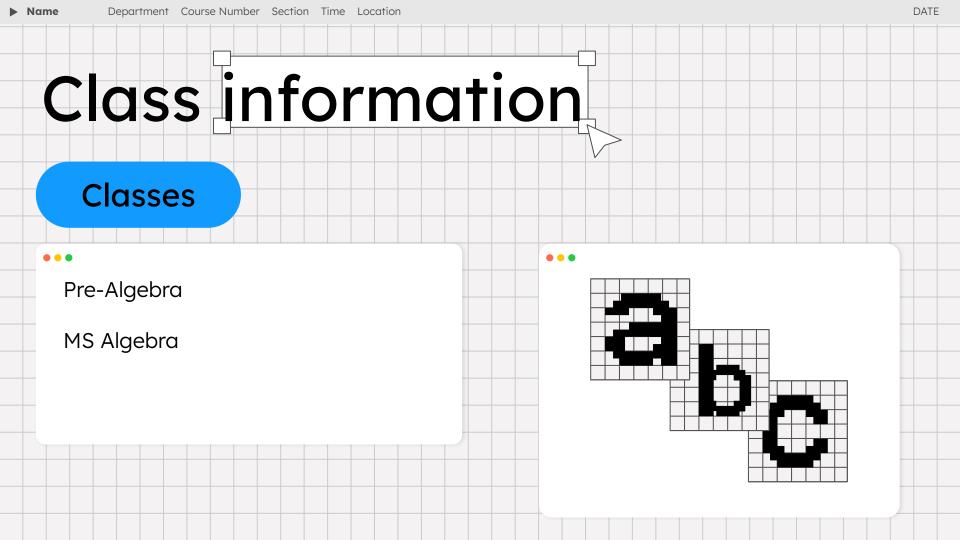
I used to be a software engineer before going back to school to get my teaching creditional.

Changing careers was one of the best decisions I've ever made.

#### Contact information:

805 - 222 - 5188 (school number) mrgrue@ivytechcs.org





# Algebra 1

### Learning Objective

- Exponents
  - Understanding exponent rules and applying them to problems with multiplication and division

- Quizzes
  - 2.1 Exponent Rules
  - 2.2 Negative Exponents
- Homework
  - o 2.1 homework
  - o 2.2 homework

### Geometry

### Learning Objective

- Transformations
  - Identifying and applying translations, rotations, and, reflections

- Quizzes
  - 1.5 Transformations
  - Homework
    - 1.5 Homework 1-14
- Chapter 1 Test
  - Next Thursday

# Algebra 2

### Learning Objective

- Factor by Grouping
  - Identifying when we can use factor by grouping and applying the procedure to simplify expressions

- Quizzes
  - o 3.1 GCF
  - 3.2 Difference of Squares
  - 3.5 Grouping and Cubes
- Homework
  - o 3.1 Homework
  - o 3.2 Homework
  - 3.5 Homework

### Pre Algebra

### Learning Objective

- Long Division
  - Doing long division with fraction and decimal remainders

- Quizzes
  - 1.6 Fraction and Decimal Rs
- Projects
  - Calendar Project
- Chapter 1 Test
  - Next Thursday

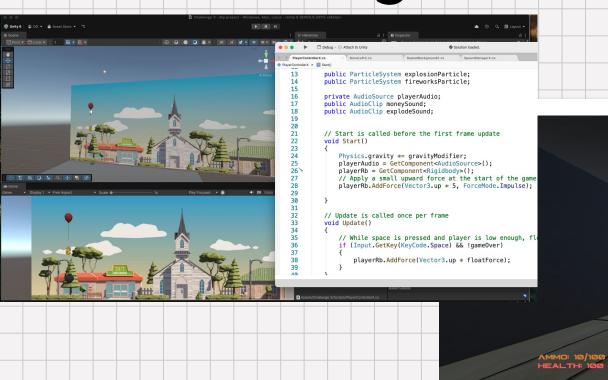
### MS Algebra

### Learning Objective

- Fractions and Absolute Value
  - Be able to Multiply and Divide with fractions. Including cross-simplifying. Understand the Absolute Value is the distance from 0 of a number.

- Quizzes
  - 1.4 Fractions
  - 1.7 Absolute Value
- Projects
  - Math in Real Life (Budget) DUE TODAY
- Tests
  - Chapter 1 Test Thursday

### Game Design



# Grading Weights

Content Area	Value
Quizzes	25%
Tests	40%
Participation (warm ups, quickwrites, exit tickets, attendance)	10%
Homework	10%
Final (waived if overall grade ≥ 90%)	15%
Total	100%

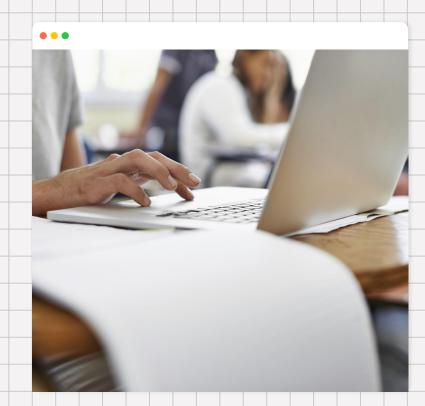
# Grading Weights

Content Area	Value
Quizzes	20%
Tests	30%
Participation (warm ups, quickwrites, exit tickets, attendance)	10%
Projects	30%
Final (waived if overall grade ≥ 90%)	10%
Total	100%

# Grading Weights

Content Area	Value	Example Grades	Overall
Quizzes	25%	80% B-	20%
Tests	40%	60% D-	24%
Participation (warm ups, quickwrites, exit tickets, attendance)	10%	10% A+	10%
Homework	10%	80% B-	8%
Final (waived if overall grade ≥ 90%)	15%	55% F	8.25%
Total	100%		70.25% C-

### Class Methods





### **Buzz** Demonstration

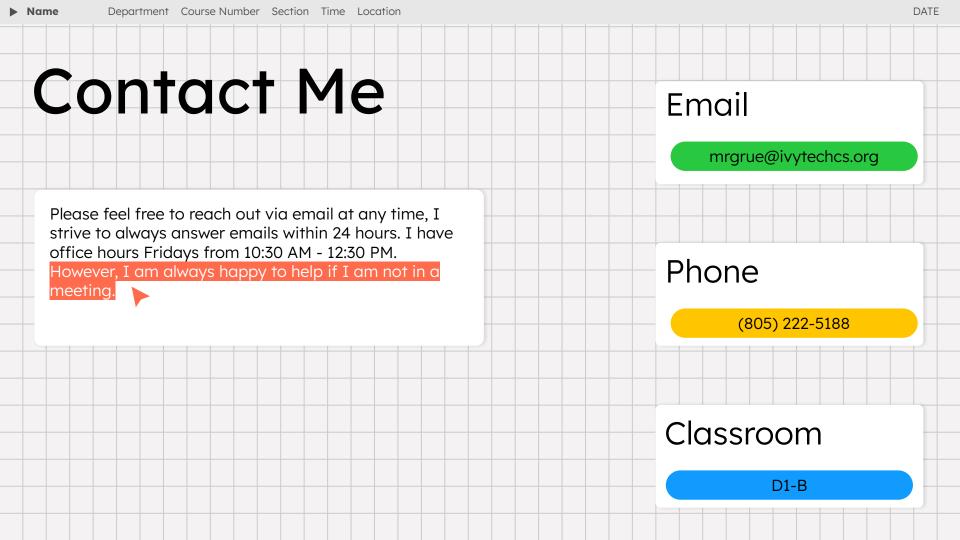


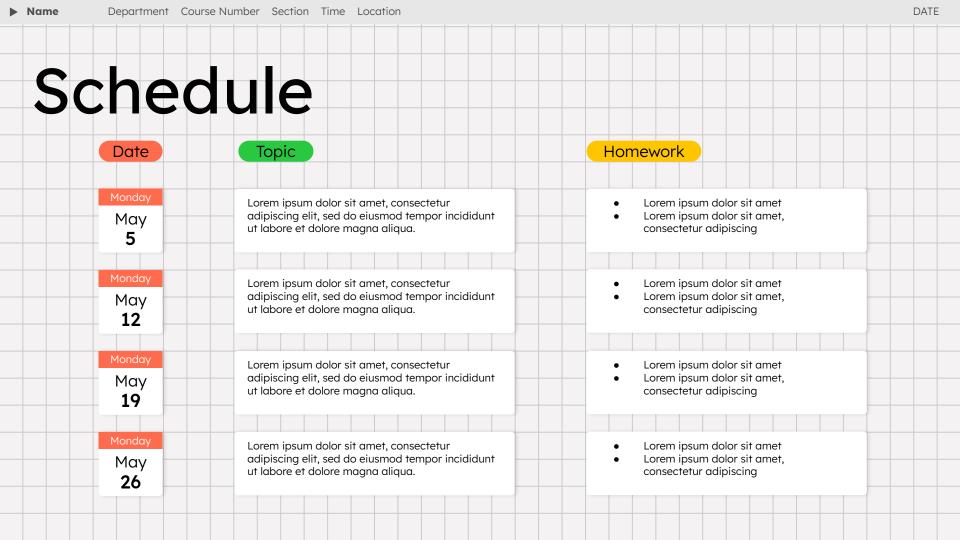
### Game Design

### Learning Objective

- Quiz, Challenge and Unit Assignments

- Quizzes
  - Unit 3 Quiz
  - Unit 3 Lesson 2
  - Unit 3 Lesson 3
  - Unit 3 Lesson 4
  - Unit 3 Bonus Features





### Behavior and Manners

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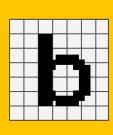
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Tips

### Class Materials





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