

# PROMISE MODULES Correlated to Glencoe's *Florida Algebra 1*

## PROMISE Module 2

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
<b>MA.912.A.4.2</b>	Add, subtract, and multiply polynomials.	Identifying Variables Activity	7	398–467

## PROMISE Module 3

Benchmark Code	Benchmark	PROMISE Activity	Chapter(s)	Page Number(s)
<b>MA.912.A.2.1</b>	Create a graph to represent a real-world situation.	Create Graphs from Real World Scenarios	1	2–71
<b>MA.912.A.2.2</b>	Interpret a graph representing a real-world situation.	Interpret Graphs without Scale Interpret Graphs with Scale	1	2–71

**PROMISE Module 4**

<b>Benchmark Code</b>	<b>Benchmark</b>	<b>PROMISE Activity</b>	<b>Chapter(s)</b>	<b>Page Number(s)</b>
<b>MA.912.A.3.5</b>	Symbolically represent and solve multi-step and real-world applications that involve linear equations and inequalities.	Car Rental Activity	2, 3, 4, 5	72–149, 150–209, 210–279, 280–329
<b>MA.912.A.3.11</b>	Write an equation of a line that models a data set and use the equation or the graph to make predictions. Describe the slope of the line in terms of the data, recognizing that the slope is the rate of change	Spaghetti Bridge Activity	3, 4	150–209, 210–279
<b>MA.912.A.3.13</b>	Use a graph to approximate the solution of a system of linear equations or inequalities in two variables with and without technology.	Spinning Center Membership Analysis	6	330–397

**PROMISE Module 5**

<b>Benchmark Code</b>	<b>Benchmark</b>	<b>PROMISE Activity</b>	<b>Chapter(s)</b>	<b>Page Number(s)</b>
<b>MA.912.A.2.13</b>	Solve real-world problems involving relations and functions.	Mirror Tiles Activity	4, 6	210–279, 330–397
<b>MA.912.A.7.8</b>	Use quadratic equations to solve real-world problems.	Water Rocket Activity	8, 9	468–521, 522–601

**PROMISE Module 2**

<b>Benchmark Code</b>	<b>Benchmark</b>	<b>PROMISE Activity</b>	<b>Chapter(s)</b>	<b>Page Number(s)</b>
<b>MA.912.G.4.2</b>	Define, identify, and construct altitudes, medians, angle bisectors, perpendicular bisectors, orthocenter, centroid, incenter, and circumcenter.	Developing Definitions "Brewsters" Activity Euclidean Constructions Using Patty Paper Euler Segment Constructions Using Patty Paper	5	318–385

**PROMISE Module 3**

<b>Benchmark Code</b>	<b>Benchmark</b>	<b>PROMISE Activity</b>	<b>Chapter(s)</b>	<b>Page Number(s)</b>
<b>MA.912.G.4.2</b>	Define, identify, and construct altitudes, medians, angle bisectors, perpendicular bisectors, orthocenter, centroid, incenter, and circumcenter.	3-2-1 Review Strategy Concept Mapping Constructions of Equilateral Triangles and All Points of Concurrency Napoleon's Theorem Activity Problem Solving	5	318–385

**PROMISE Module 4**

<b>Benchmark Code</b>	<b>Benchmark</b>	<b>Promise Activity</b>	<b>Chapter(s)</b>	<b>Page Number(s)</b>
<b>MA.912.G.5.1</b>	Prove and apply the Pythagorean Theorem and its converse.	K-W-L Strategy Right Triangle Construction Pythagorean Theorem Proof Applications 3-2-1 Strategy	8	528–611

**PROMISE Module 5**

<b>Benchmark Code</b>	<b>Benchmark</b>	<b>Promise Activity</b>	<b>Chapter(s)</b>	<b>Page Number(s)</b>
<b>MA.912.G.3.1</b>	Describe, classify, and compare relationships among the quadrilaterals including the square, rectangle, rhombus, parallelogram, trapezoid, and kite.	Investigating Quadrilaterals Three Hats: Can You Make It? Quadrilateral Properties Chart Constructions Algebra Connections	6	386–453
<b>MA.912.G.4.2</b>	Compare and contrast special quadrilaterals on the basis of their properties.	Investigating Quadrilaterals Three Hats: Can You Make It? Quadrilateral Properties Chart Constructions Algebra Connections	6	386–453