# Keystone Exams: Algebra Glossary to the Assessment Anchor & Eligible Content

The Keystone Glossary includes terms and definitions associated with the Keystone Assessment Anchors and Eligible Content. The terms and definitions included in the glossary are intended to assist Pennsylvania educators in better understanding the Keystone Assessment Anchors and Eligible Content. The glossary does not define all possible terms included on an actual Keystone Exam, and it is not intended to define terms for use in classroom instruction for a particular grade level or course.

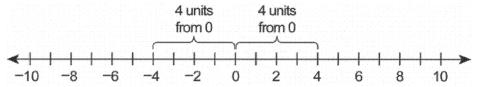


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#### **Absolute Value**

A number's distance from zero on the <u>number line</u>. It is written |a| and is read "the absolute value of a." It results in a number greater than or equal to zero (e.g., |4| = 4 and  $|^-4| = 4$ ). Example of absolute values of  $^-4$  and  $^-4$  on a number line:



#### **Additive Inverse**

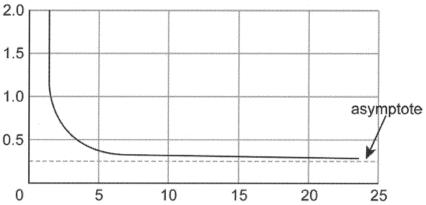
The opposite of a number (i.e., for any number a, the additive inverse is  $\bar{a}$ ). Any number and its additive inverse will have a sum of zero (e.g.,  $\bar{a}$  is the additive inverse of 4 since  $\bar{a}$  +  $\bar{a}$  = 0; likewise, the additive inverse of  $\bar{a}$  4 since  $\bar{a}$  + 4 = 0).

# **Arithmetic Sequence**

An ordered list of numbers that increases or decreases at a constant rate (i.e., the difference between numbers remains the same). Example: 1, 7, 13, 19, ... is an arithmetic sequence as it has a constant difference of +6 (i.e., 6 is added over and over).

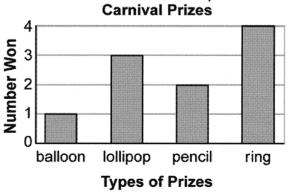
# **Asymptote**

A straight line to which the curve of a graph comes closer and closer. The distance between the curve and the asymptote approaches zero as they tend to infinity. The asymptote is denoted by a dashed line on a graph. The most common asymptotes are horizontal and vertical. Example of a horizontal asymptote:



# **Bar Graph**

A graph that shows a set of <u>frequencies</u> using bars of equal width, but heights that are proportional to the frequencies. It is used to summarize discrete data. Example of a bar graph:

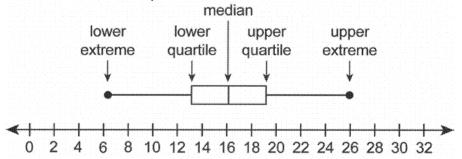


**Binomial** 

A <u>polynomial</u> with two unlike terms (e.g., 3x + 4y or  $a^3 - 4b^2$ ). Each term is a <u>monomial</u>, and the monomials are joined by an addition symbol (+) or a subtraction symbol (–). It is considered an algebraic expression.

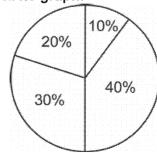
**Box-and-Whisker Plot** 

A graphic method for showing a summary and distribution of data using <u>median</u>, <u>quartiles</u>, and extremes (i.e., minimum and maximum) of data. This shows how far apart and how evenly data is distributed. It is helpful when a visual is needed to see if a distribution is skewed or if there are any <u>outliers</u>. Example of a box-and-whisker plot:



**Circle Graph (or Pie Chart)** 

A circular diagram using different-sized sectors of a circle whose angles at the center are proportional to the <u>frequency</u>. Sectors can be visually compared to show information (e.g., statistical data). Sectors resemble slices of a pie. Example of a circle graph:



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Coefficient

The number, usually a <u>constant</u>, that is multiplied by a <u>variable</u> in a <u>term</u> (e.g., 35 is the coefficient of  $35x^2y$ ); the absence of a coefficient is the same as 1 being present (e.g., x is the same as 1x).

Combination

An unordered arrangement, listing or selection of objects (e.g., two-letter combinations of the three letters X, Y, and Z would be XY, XZ, and YZ; XY is the same as YX and is not counted as a different combination). A combination is similar to, but not the same as, a <u>permutation</u>.

**Common Logarithm** 

A <u>logarithm</u> with base 10. It is written  $\log x$ . The common logarithm is the <u>power</u> of 10 necessary to equal a given number (i.e.,  $\log x = y$  is equivalent to  $10^y = x$ ).

**Complex Number** 

The sum or difference of a <u>real number</u> and an <u>imaginary number</u>. It is written in the form a + bi, where a and b are real numbers and i is the imaginary unit (i.e.,  $i = \sqrt{-1}$ ). The a is called the real part, and the bi is called the imaginary part.

**Composite Number** 

Any <u>natural number</u> with more than two <u>factors</u> (e.g., 6 is a composite number since it has four factors: 1, 2, 3, and 6). A composite number is not a <u>prime number</u>.

Compound (or Combined) Event

An event that is made up of two or more simple events, such as the flipping of two or more coins.

**Compound Inequality** 

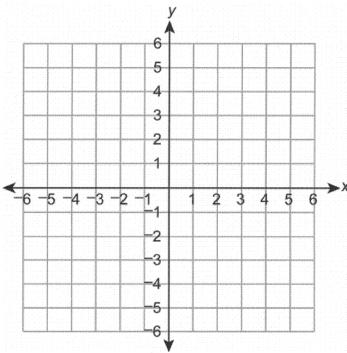
When two or more <u>inequalities</u> are taken together and written with the inequalities connected by the words and or or (e.g., x > 6 and x < 12, which can also be written as 6 < x < 12).

Constant

A term or expression with no <u>variable</u> in it. It has the same value all the time.

**Coordinate Plane** 

A plane formed by perpendicular <u>number lines</u>. The horizontal number line is the <u>x-axis</u>, and the vertical number line is the <u>y-axis</u>. The point where the axes meet is called the <u>origin</u>. Example of a coordinate plane:



**Cube Root** 

One of three equal <u>factors</u> (roots) of a number or <u>expression</u>; a <u>radical expression</u> with a degree of 3 (e.g.,  $\sqrt[3]{a}$ ). The cube root of a number or expression has the same sign as the number or expression under the radical (e.g.,  $\sqrt[3]{-343x^6} = -(7x^2)$  and  $\sqrt[3]{343x^6} = 7x^2$ ).

Curve of Best Fit (for a Scatter Plot)

See line or curve of best fit (for a scatter plot).

Degree (of a Polynomial)

The value of the greatest exponent in a polynomial.

**Dependent Events** 

Two or more events in which the outcome of one event affects or influences the outcome of the other event(s).

**Dependent Variable** 

The output number or <u>variable</u> in a <u>relation</u> or <u>function</u> that depends upon another variable, called the <u>independent variable</u>, or input number (e.g., in the equation y = 2x + 4, y is the dependent variable since its value depends on the value of x). It is the variable for which an <u>equation</u> is solved. Its values make up the <u>range</u> of the <u>relation</u> or <u>function</u>.

Domain (of a Relation or Function)

The set of all possible values of the <u>independent variable</u> on which a <u>function</u> or <u>relation</u> is allowed to operate. Also, the first numbers in the ordered pairs of a relation; the values of the x-coordinates in (x, y).

**Elimination Method** 

See linear combination.

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**Equation** 

A mathematical statement or sentence that says one mathematical <u>expression</u> or quantity is equal to another (e.g., x + 5 = y - 7). An equation will always contain an equal sign (=).

**Estimation Strategy** 

An approximation based on a judgment; may include determining approximate values, establishing the reasonableness of answers, assessing the amount of error resulting from estimation, and/or determining if an error is within acceptable limits.

**Exponent** 

The <u>power</u> to which a number or <u>expression</u> is raised. When the exponent is a fraction, the number or expression can be rewritten with a radical sign (e.g.,  $x^{3/4} = \sqrt[4]{x^3}$ ). See also <u>positive exponent</u> and negative exponent.

**Exponential Equation** 

An <u>equation</u> with <u>variables</u> in its <u>exponents</u> (e.g.,  $4^x = 50$ ). It can be solved by taking <u>logarithms</u> of both sides.

**Exponential Expression** 

An <u>expression</u> in which the <u>variable</u> occurs in the <u>exponent</u> (such as  $4^x$  rather than  $x^4$ ). Often it occurs when a quantity changes by the same <u>factor</u> for each unit of time (e.g., "doubles every year" or "decreases 2% each month").

**Exponential Function (or Model)** 

A <u>function</u> whose general <u>equation</u> is  $y = a \cdot b^x$  where a and b are <u>constants</u>.

**Exponential Growth/Decay** 

A situation where a quantity increases or decreases exponentially by the same <u>factor</u> over time; it is used for such phenomena as inflation, population growth, radioactivity or depreciation.

**Expression** A mathematical phrase that includes operations, numbers, and/or <u>variables</u> (e.g., 2x + 3y is an

algebraic expression, 13.4 – 4.7 is a numeric expression). An expression does not contain an equal

sign (=) or any type of inequality sign.

**Factor (noun)**The number or expression that is multiplied by another to get a product (e.g., 6 is a factor of 30, and

6x is a factor of  $42x^2$ ).

**Factor (verb)**To express or write a number, monomial, or polynomial as a product of two or more factors.

Factor a Monomial To express a monomial as the product of two or more monomials.

Factor a Polynomial To express a polynomial as the product of monomials and/or polynomials (e.g., factoring the

polynomial  $x^2 + x - 12$  results in the product (x - 3)(x + 4).

**Frequency** How often something occurs (i.e., the number of times an item, number, or event happens in a set

of data).

**Function** A relation in which each value of an independent variable is associated with a unique value of a

dependent variable (e.g., one element of the domain is paired with one and only one element of the

range). It is a mapping which involves either a one-to-one correspondence or a many-to-one

correspondence, but not a one-to-many correspondence.

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# Fundamental Counting Principle

A way to calculate all of the possible <u>combinations</u> of a given number of events. It states that if there are *x* different ways of doing one thing and *y* different ways of doing another thing, then there are *xy* different ways of doing both things. It uses the multiplication rule.

# **Geometric Sequence**

An ordered list of numbers that has the same <u>ratio</u> between consecutive <u>terms</u> (e.g., 1, 7, 49, 343, ... is a geometric sequence that has a ratio of 7/1 between consecutive terms; each term after the first term can be found by multiplying the previous term by a <u>constant</u>, in this case the number 7 or 7/1).

# **Greatest Common Factor** (GCF)

The largest <u>factor</u> that two or more numbers or algebraic <u>terms</u> have in common. In some cases the GCF may be 1 or one of the actual numbers (e.g., the GCF of  $18x^3$  and  $24x^5$  is  $6x^3$ ).

# **Imaginary Number**

The <u>square root</u> of a negative number, or the opposite of the square root of a negative number. It is written in the form bi, where b is a <u>real number</u> and i is the imaginary root (i.e.,  $i = \sqrt{-1}$  or  $i^2 = -1$ ).

# Independent Event(s)

Two or more events in which the outcome of one event does *not* affect the outcome of the other event(s) (e.g., tossing a coin and rolling a number cube are independent events). The <u>probability</u> of two independent events (A and B) occurring is written P(A and B) or  $P(A \cap B)$  and equals  $P(A) \cdot P(B)$  (i.e., the product of the probabilities of the two individual events).

# Independent Variable

The input number or <u>variable</u> in a <u>relation</u> or <u>function</u> whose value is subject to choice. It is not dependent upon any other values. It is usually the x-value or the x in f(x). It is graphed on the x-axis. Its values make up the <u>domain</u> of the <u>relation</u> or <u>function</u>.

# Inequality

A mathematical sentence that contains an inequality symbol (i.e., >, <,  $\ge$ ,  $\le$ , or  $\ne$ ). It compares two quantities. The symbol > means greater than, the symbol < means less than, the symbol  $\ge$  means greater than or equal to, the symbol  $\le$  means less than or equal to, and the symbol  $\ne$  means not equal to.

# Integer

A <u>natural number</u>, the <u>additive inverse</u> of a natural number, or zero. Any number from the set of numbers represented by {..., -3, -2, -1, 0, 1, 2, 3, ...}.

# Interquartile Range (of Data)

The difference between the first (lower) and third (upper) <u>quartile</u>. It represents the spread of the middle 50% of a set of data.

# Inverse (of a Relation)

A <u>relation</u> in which the coordinates in each ordered pair are switched from a given relation. The point (x, y) becomes (y, x), so (3, 8) would become (8, 3).

# **Irrational Number**

A <u>real number</u> that cannot be written as a simple fraction (i.e., the <u>ratio</u> of two integers). It is a non-terminating (infinite) and non-repeating decimal. The <u>square root</u> of any prime number is irrational, as are  $\pi$  and e.

# Least (or Lowest) Common Multiple (LCM)

The smallest number or <u>expression</u> that is a common multiple of two or more numbers or algebraic terms, other than zero.

#### Like Terms

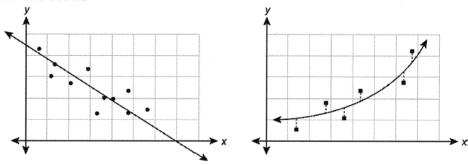
Monomials that contain the same <u>variables</u> and corresponding <u>powers</u> and/or roots. Only the <u>coefficients</u> can be different (e.g.,  $4x^3$  and  $12x^3$ ). Like terms can be added or subtracted.

# **Line Graph**

A graph that uses a line or line segments to connect data points, plotted on a <u>coordinate plane</u>, usually to show trends or changes in data over time. More broadly, a graph to represent the relationship between two continuous variables.

# Line or Curve of Best Fit (for a Scatter Plot)

A line or curve drawn on a <u>scatter plot</u> to best estimate the relationship between two sets of data. It describes the trend of the data. Different measures are possible to describe the best fit. The most common is a line or curve that minimizes the sum of the squares of the errors (vertical distances) from the data points to the line. The line of best fit is a subset of the curve of best fit. Examples of a line of best fit and a curve of best fit:



# **Linear Combination**

A method by which a <u>system of linear equations</u> can be solved. It uses addition or subtraction in combination with multiplication or division to eliminate one of the variables in order to solve for the other <u>variable</u>.

# **Linear Equation**

An <u>equation</u> for which the graph is a straight line (i.e., a <u>polynomial</u> equation of the first degree of the form Ax + By = C, where A, B, and C are real numbers and where A and B are not both zero; an equation in which the variables are not multiplied by one another or raised to any power other than 1).

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**Linear Function** 

A <u>function</u> for which the graph is a non-vertical straight line. It is a first degree polynomial of the common form f(x) = mx + b, where m and b are constants and x is a real variable. The constant m is called the slope and b is called the y-intercept. It has a constant rate of change.

**Linear Inequality** 

The relation of two expressions using the symbols <, >,  $\le$ ,  $\ge$ , or  $\ne$  and whose boundary is a straight line. The line divides the coordinate plane into two parts. If the inequality is either  $\leq$  or  $\geq$ , then the boundary is solid. If the inequality is either < or >, then the boundary is dashed. If the inequality is ≠. then the solution contains everything except for the boundary.

Logarithm

The exponent required to produce a given number (e.g., since 2 raised to a power of 5 is 32, the logarithm base 2 of 32 is 5; this is written as  $log_2$  32 = 5). Two frequently used bases are 10 (common logarithm) and e (natural logarithm). When a logarithm is written without a base, it is understood to be base 10.

**Logarithmic Equation** 

An equation which contains a logarithm of a variable or number. Sometimes it is solved by rewriting the equation in exponential form and solving for the variable (e.g.,  $\log_2 32 = 5$  is the same as  $2^5 = 32$ ). It is an inverse function of the exponential function.

**Mapping** 

The matching or pairing of one set of numbers to another by use of a rule. A number in the domain is matched or paired with a number in the range (or a relation or function). It may be a one-to-one correspondence, a one-to-many correspondence, or a many-to-one correspondence.

Maximum Value (of a Graph) The value of the <u>dependent variable</u> for the highest point on the graph of a curve.

## Mean

A <u>measure of central tendency</u> that is calculated by adding all the values of a set of data and dividing that sum by the total number of values. Unlike <u>median</u>, the mean is sensitive to <u>outlier</u> values. It is also called "arithmetic mean" or "average".

# **Measure of Central Tendency**

A measure of location of the middle (center) of a distribution of a set of data (i.e., how data clusters). The three most common measures of central tendency are <u>mean</u>, <u>median</u>, and <u>mode</u>.

# **Measure of Dispersion**

A measure of the way in which the distribution of a set of data is spread out. In general the more spread out a distribution is, the larger the measure of dispersion. Range and interquartile range are two measures of dispersion.

#### Median

A <u>measure of central tendency</u> that is the middle value in an ordered set of data or the average of the two middle values when the set has two middle values (occurs when the set of data has an even number of data points). It is the value halfway through the ordered set of data, below and above which there is an equal number of data values. It is generally a good descriptive measure for skewed data or data with outliers.

# Minimum Value (of a Graph)

The value of the <u>dependent variable</u> for the lowest point on the graph of a curve.

#### Mode

A <u>measure of central tendency</u> that is the value or values that occur(s) most often in a set of data. A set of data can have one mode, more than one mode, or no mode.

# **Monomial**

A <u>polynomial</u> with only one term; it contains no addition or subtraction. It can be a number, a <u>variable</u>, or a product of numbers and/or more variables (e.g.,  $2 \cdot 5$  or  $x^3y^4$  or  $\frac{4}{3}\pi r^2$ ).

# **Multiplicative Inverse**

The reciprocal of a number (i.e., for any non-zero number a, the multiplicative inverse is  $\frac{1}{a}$ ; for any rational number  $\frac{b}{c}$ , where  $b \neq 0$  and  $c \neq 0$ , the multiplicative inverse is  $\frac{c}{b}$ ). Any number and its multiplicative inverse have a product of 1 (e.g.,  $\frac{1}{4}$  is the multiplicative inverse of 4 since  $4 \cdot \frac{1}{4} = 1$ ; likewise, the multiplicative inverse of  $\frac{1}{4}$  is 4 since  $\frac{1}{4} \cdot 4 = 1$ ).

# **Mutually Exclusive Events**

Two events that cannot occur at the same time (i.e., events that have no outcomes in common). If two events A and B are mutually exclusive, then the <u>probability</u> of A or B occurring is the sum of their individual probabilities:  $P(A \cup B) = P(A) + P(B)$ . Also defined as when the intersection of two sets is empty, written as  $A \cap B = \emptyset$ .

# **Natural Logarithm**

A <u>logarithm</u> with base e. It is written ln x. The natural logarithm is the <u>power</u> of e necessary to equal a given number (i.e., ln x = y is equivalent to  $e^y = x$ ). The constant e is an <u>irrational number</u> whose value is approximately 2.71828....

# **Natural Number**

A counting number. A number representing a positive, whole amount. Any number from the set of numbers represented by {1, 2, 3, ...}. Sometimes, it is referred to as a "positive <u>integer</u>".

# **Negative Exponent**

An exponent that indicates a reciprocal that has to be taken before the <u>exponent</u> can be applied (e.g.,  $5^{-2} = \frac{1}{5^2}$  or  $a^{-x} = \frac{1}{a^x}$ ). It is used in scientific notation for numbers between -1 and 1.

#### **Number Line**

A graduated straight line that represents the set of all <u>real numbers</u> in order. Typically, it is marked showing <u>integer</u> values.

#### Odds

A comparison, in <u>ratio</u> form (as a fraction or with a colon), of outcomes. "Odds in favor" (or simply "odds") is the ratio of favorable outcomes to unfavorable outcomes (e.g., the odds in favor of picking a red hat when there are 3 red hats and 5 non-red hats is 3:5). "Odds against" is the ratio of unfavorable outcomes to favorable outcomes (e.g., the odds against picking a red hat when there are 3 red hats and 5 non-red hats is 5:3).

## **Order of Operations**

Rules describing what order to use in evaluating expressions:

- (1) Perform operations in grouping symbols (parentheses and brackets),
- (2) Evaluate exponential expressions and radical expressions from left to right,
- (3) Multiply or divide from left to right,
- (4) Add or subtract from left to right.

#### **Ordered Pair**

A pair of numbers used to locate a point on a <u>coordinate plane</u>, or the solution of an <u>equation</u> in two <u>variables</u>. The first number tells how far to move horizontally, and the second number tells how far to move vertically; written in the form (x-coordinate, y-coordinate). Order matters: the point (x, y) is **not** the same as (y, x).

#### Origin

The point (0, 0) on a <u>coordinate plane</u>. It is the point of intersection for the x-axis and the y-axis.

#### Outlier

A value that is much greater or much less than the rest of the data. It is different in some way from the general pattern of data. It directly stands out from the rest of the data. Sometimes it is referred to as any data point more than 1.5 <u>interquartile ranges</u> greater than the upper (third) <u>quartile</u> or less than the lower (first) quartile.

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Pattern (or Sequence)

A set of numbers arranged in order (or in a sequence). The numbers and their arrangement are determined by a rule, including repetition and growth/decay rules. See <u>arithmetic sequence</u> and geometric sequence.

**Perfect Square** 

A number whose <u>square root</u> is a <u>whole number</u> (e.g., 25 is a perfect square since  $\sqrt{25}$  = 5). A perfect square can be found by raising a whole number to the second <u>power</u> (e.g.,  $5^2$  = 25).

**Permutation** 

An ordered arrangement of objects from a given set in which the order of the objects is significant (e.g., two-letter permutations of the three letters X, Y, and Z would be XY, YX, XZ, ZX, YZ, and ZY). A permutation is similar to, but not the same as, a <u>combination</u>.

Point-Slope Form (of a Linear Equation)

An <u>equation</u> of a straight, non-vertical line written in the form  $y - y_1 = m(x - x_1)$ , where m is the <u>slope</u> of the line and  $(x_1, y_1)$  is a given point on the line.

**Polynomial** 

An algebraic <u>expression</u> that is a <u>monomial</u> or the sum or difference of two or more <u>monomials</u> (e.g.,  $6a \text{ or } 5a^2 + 3a - 13$  where the <u>exponents</u> are <u>natural numbers</u>).

**Polynomial Function** 

A <u>function</u> of the form  $f(x) = a_n x^n + a_{n-1} x^{n-1} + ... + a_1 x + a_0$ , where  $a_n \ne 0$  and <u>natural number</u> n is the degree of the polynomial.

**Positive Exponent** 

Indicates how many times a base number is multiplied by itself. In the <u>expression</u>  $x^n$ , n is the positive <u>exponent</u>, and x is the base number (e.g.,  $2^3 = 2 \cdot 2 \cdot 2$ ).

**Power** 

The value of the <u>exponent</u> in a <u>term</u>. The <u>expression</u>  $a^n$  is read "a to the power of n." To raise a number, a, to the power of another whole number, n, is to multiply a by itself n times (e.g., the number  $4^3$  is read "four to the third power" and represents  $4 \cdot 4 \cdot 4$ ).

Power of a Power

An <u>expression</u> of the form  $(a^m)^n$ . It can be found by multiplying the <u>exponents</u> (e.g.,  $(2^3)^4 = 2^{3\cdot 4} = 2^{12} = 4,096$ ).

**Powers of Products** 

An <u>expression</u> of the form  $a^m \cdot a^n$ . It can be found by adding the exponents when multiplying <u>powers</u> that have the same base (e.g.,  $2^3 \cdot 2^4 = 2^{3+4} = 2^7 = 128$ ).

**Prime Number** 

Any <u>natural number</u> with exactly two <u>factors</u>, 1 and itself (e.g., 3 is a prime number since it has only two factors: 1 and 3). [Note: Since 1 has only one factor, itself, it is not a prime number.] A prime number is not a <u>composite number</u>.

**Probability** 

A number from 0 to 1 (or 0% to 100%) that indicates how likely an event is to happen. A very unlikely event has a probability near 0 (or 0%) while a very likely event has a probability near 1 (or 100%). It is written as a <u>ratio</u> (fraction, decimal, or equivalent percent). The number of ways an event could happen (favorable outcomes) is placed over the total number of events (total possible outcomes) that could happen. A probability of 0 means it is impossible, and a probability of 1 means it is certain.

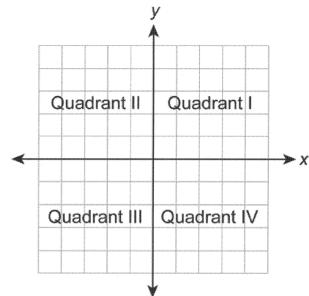
Probability of a Compound (or Combined) Event

There are two types:

- 1. The union of two events A and B, which is the <u>probability</u> of A or B occurring. This is represented as  $P(A \cup B) = P(A) + P(B) P(A) \cdot P(B)$ .
- 2. The intersection of two events A and B, which is the probability of A and B occurring. This is represented as  $P(A \cap B) = P(A) \cdot P(B)$ .

#### **Quadrants**

The four regions of a <u>coordinate plane</u> that are separated by the  $\underline{x}$ -axis and the  $\underline{y}$ -axis, as shown below.



- (1) The first quadrant (Quadrant I) contains all the points with positive x and positive y coordinates (e.g., (3, 4)).
- (2) The second quadrant (Quadrant II) contains all the points with negative x and positive y coordinates (e.g., ( $^{-3}$ , 4)).
- (3) The third quadrant (Quadrant III) contains all the points with negative x and negative y coordinates (e.g., ( $^{-3}$ ,  $^{-4}$ )).
- (4) The fourth quadrant (Quadrant IV) contains all the points with positive x and negative y coordinates (e.g.,  $(3, ^-4)$ ).

# **Quadratic Equation**

An <u>equation</u> that can be written in the standard form  $ax^2 + bx + c = 0$ , where a, b, and c are <u>real numbers</u> and a does not equal zero. The highest <u>power</u> of the variable is 2. It has, at most, two solutions. The graph is a parabola.

#### Quadratic Formula

The solutions or roots of a quadratic equation in the form  $ax^2 + bx + c = 0$ , where  $a \ne 0$ , are given by

the formula 
$$x = \frac{-b \pm \sqrt{b^2 - 4ac}}{2a}$$
.

### **Quadratic Function**

A function that can be expressed in the form  $f(x) = ax^2 + bx + c$ , where  $a \ne 0$  and the highest power of the variable is 2. The graph is a parabola.

## Quartile

One of three values that divides a set of data into four equal parts:

- 1. Median divides a set of data into two equal parts.
- Lower quartile (25<sup>th</sup> percentile) is the median of the lower half of the data.
   Upper quartile (75<sup>th</sup> percentile) is the median of the upper half of the data.

# **Radical Expression**

An expression containing a radical symbol ( $\sqrt[q]{a}$ ). The expression or number inside the radical (a) is called the radicand, and the number appearing above the radical (n) is the degree. The degree is always a positive integer. When a radical is written without a degree, it is understood to be a degree of 2 and is read as "the square root of a." When the degree is 3, it is read as "the cube root of a." For any other degree, the expression  $\sqrt[q]{a}$  is read as "the *n*th root of a." When the degree is an even number, the radical expression is assumed to be the principal (positive) root (e.g., although  $(-7)^2 = 49$ .  $\sqrt{49} = 7$ ).

# Range (of a Relation or Function)

The set of all possible values for the output (dependent variable) of a function or relation; the set of second numbers in the ordered pairs of a function or relation; the values of the y-coordinates in (x, y).

Range	(of	Data)
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In statistics, a <u>measure of dispersion</u> that is the difference between the greatest value (maximum value) and the least value (minimum value) in a set of data.

Rate

A <u>ratio</u> that compares two quantities having different units (e.g.,  $\frac{168 \text{ miles}}{3.5 \text{ hours}}$  or  $\frac{122.5 \text{ calories}}{5 \text{ cups}}$ ). When

the rate is simplified so that the second (independent) quantity is 1, it is called a <u>unit rate</u> (e.g., 48 miles per hour or 24.5 calories per cup).

Rate (of Change)

The amount a quantity changes over time (e.g., 3.2 cm per year). Also the amount a <u>function's</u> output changes (increases or decreases) for each unit of change in the input. See slope.

Rate (of Interest)

The percent by which a monetary account accrues interest. It is most common for the rate of interest to be measured on an annual basis (e.g., 4.5% per year), even if the interest is compounded periodically (i.e., more frequently than once per year).

**Ratio** 

A comparison of two numbers, quantities or <u>expressions</u> by division. It is often written as a fraction, but not always (e.g.,  $\frac{2}{3}$ , 2:3, 2 to 3, 2 ÷ 3 are all the same ratios).

**Rational Expression** 

An <u>expression</u> that can be written as a <u>polynomial</u> divided by a polynomial, defined only when the latter is not equal to zero.

**Rational Number** 

Any number that can be written in the form  $\frac{a}{b}$  where a is any integer and b is any integer except zero.

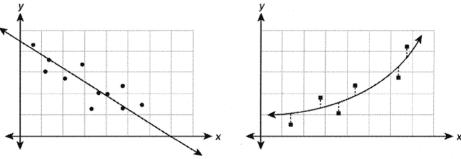
All repeating decimal and terminating decimal numbers are rational numbers.

**Real Number** 

The combined set of <u>rational</u> and <u>irrational</u> numbers. All numbers on the <u>number line</u>. Not an <u>imaginary number</u>.

**Regression Curve** 

The <u>line or curve of best fit</u> that represents the least deviation from the points in a <u>scatter plot</u> of data. Most commonly it is linear and uses a "least squares" method. Examples of regression curves:



Relation

A set of pairs of values (e.g., {(1, 2), (2, 3) (3, 2)}). The first value in each pair is the input (independent value), and the second value in the pair is the output (dependent value). In a relation, neither the input values nor the output values need to be unique.

# **Repeating Decimal**

A decimal with one or more digits that repeats endlessly (e.g., 0.666..., 0.727272..., 0.08333...). To indicate the repetition, a bar may be written above the repeated digits (e.g.,  $0.666... = 0.\overline{6}$ ,  $0.727272... = 0.\overline{72}$ ,  $0.08333... = 0.08\overline{3}$ ). A decimal that has either a 0 or a 9 repeating endlessly is equivalent to a <u>terminating decimal</u> (e.g., 0.375000... = 0.375, 0.1999... = 0.2). All repeating decimals are rational numbers.

Rise

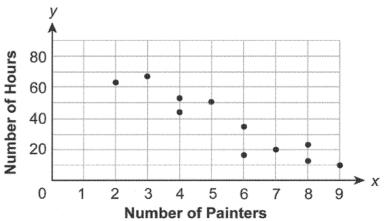
The vertical (up and down) change or difference between any two points on a line on a <u>coordinate</u> plane (i.e., for points  $(x_1, y_1)$  and  $(x_2, y_2)$ , the rise is  $y_2 - y_1$ ). See <u>slope</u>.

Run

The horizontal (left and right) change or difference between any two points on a line on a <u>coordinate</u> plane (i.e., for points  $(x_1, y_1)$  and  $(x_2, y_2)$ , the run is  $x_2 - x_1$ ). See <u>slope</u>.

**Scatter Plot** 

A graph that shows the "general" relationship between two sets of data. For each point that is being plotted there are two separate pieces of data. It shows how one variable is affected by another. Example of a scatter plot:



**Simple Event** 

When an event consists of a single outcome (e.g., rolling a number cube).

Simplest Form (of an Expression)

When all <u>like terms</u> are combined (e.g., 8x + 2(6x - 22) becomes 20x - 44 when in simplest form). The form which no longer contains any like terms, parentheses, or reducible fractions.

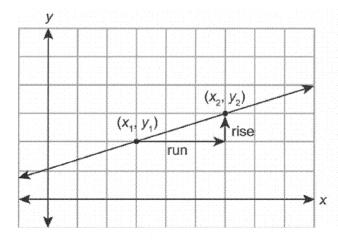
**Simplify** 

To write an <u>expression</u> in its <u>simplest form</u> (i.e., remove any unnecessary <u>terms</u>, usually by combining several or many terms into fewer terms or by cancelling terms).

Slope (of a Line)

A rate of change. The measurement of the steepness, incline, or grade of a line from left to right. It is the <u>ratio</u> of vertical change to horizontal change. More specifically, it is the <u>ratio</u> of the change in the *y*-coordinates (<u>rise</u>) to the corresponding change in the *x*- coordinates (<u>run</u>) when moving from one point to another along a line. It also indicates whether a line is tilted upward (positive slope) or

downward (negative slope) and is written as the letter m where  $m = \frac{\text{rise}}{\text{run}} = \frac{y_2 - y_1}{x_2 - x_1}$ . Example of slope:



slope = 
$$\frac{+1 \text{ unit}}{+3 \text{ units}} = \frac{1}{3}$$

**Slope-Intercept Form** 

An <u>equation</u> of a straight, non-vertical line written in the form y = mx + b, where m is the <u>slope</u> and b is the <u>y-intercept</u>.

**Square Root** 

One of two equal <u>factors</u> (roots) of a number or <u>expression</u>; a <u>radical expression</u> ( $\sqrt{a}$ ) with an understood degree of 2. The square root of a number or expression is assumed to be the principal (positive) root (e.g.,  $\sqrt{49x^4} = 7x^2$ ). The square root of a negative number results in an <u>imaginary number</u> (e.g.,  $\sqrt{-49} = 7i$ ).

Standard Form (of a Linear Equation)

An <u>equation</u> of a straight line written in the form Ax + By = C, where A, B, and C are real numbers and where A and B are not both zero. It includes variables on one side of the equation and a constant on the other side.

Stem-and-Leaf Plot

A visual way to display the shape of a distribution that shows groups of data arranged by place value; a way to show the frequency with which certain classes of data occur. The stem consists of a column of the larger place value(s); these numbers are not repeated. The leaves consist of the smallest place value (usually the ones place) of every piece of data; these numbers are arranged in numerical order in the row of the appropriate stem (e.g., the number 36 would be indicated by a leaf of 6 appearing in the same row as the stem of 3). Example of a stem-and-leaf plot:

# **Number of Sit-ups**

**Key** 3 | 6 = 36

<b>Assessment Anchor</b>	&	<b>Eligible</b>	<b>Content</b>	<b>Glossary</b>
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**Substitution** 

The replacement of a <u>term</u> or <u>variable</u> in an <u>expression</u> or <u>equation</u> by another that has the same value in order to simplify or evaluate the expression or equation.

**System of Linear Equations** 

A set of two or more <u>linear equations</u> with the same <u>variables</u>. The solution to a system of linear equations may be found by <u>linear combination</u>, <u>substitution</u>, or graphing. A system of two linear equations will either have one solution, infinitely many solutions, or no solutions.

System of Linear Inequalities

Two or more <u>linear inequalities</u> with the same <u>variables</u>. Some systems of inequalities may include <u>equations</u> as well as inequalities. The solution region may be closed or bounded because there are lines on all sides, while other solutions may be open or unbounded.

**Systems of Equations** 

A set of two or more <u>equations</u> containing a set of common <u>variables</u>.

**Term** 

A part of an algebraic <u>expression</u>. Terms are separated by either an addition symbol (+) or a subtraction symbol (–). It can be a number, a <u>variable</u>, or a product of a number and one or more variables (e.g., in the expression  $4x^2 + 6y$ ,  $4x^2$  and 6y are both terms).

**Terminating Decimal** 

A decimal with a finite number of digits. A decimal for which the division operation results in either repeating zeroes or repeating nines (e.g., 0.375000... = 0.375, 0.1999... = 0.2). It is generally written to the last non-zero place value, but can also be written with additional zeroes in smaller place values as needed (e.g., 0.25 can also be written as 0.2500). All terminating decimals are <u>rational numbers</u>.

**Trinomial** 

A <u>polynomial</u> with three unlike terms (e.g., 7a + 4b + 9c). Each term is a <u>monomial</u>, and the monomials are joined by an addition symbol (+) or a subtraction symbol (–). It is considered an algebraic <u>expression</u>.

<b>Assessment Anchor</b>	&	<b>Eligible</b>	<b>Content</b>	<b>Glossary</b>

**Unit Rate** 

A <u>rate</u> in which the second (independent) quantity of the <u>ratio</u> is 1 (e.g., 60 words per minute, \$4.50 per pound, 21 students per class).

**Variable** 

A letter or symbol used to represent any one of a given set of numbers or other objects (e.g., in the equation y = x + 5, the y and x are variables). Since it can take on different values, it is the opposite of a <u>constant</u>.

**Whole Number** 

A <u>natural number</u> or zero. Any number from the set of numbers represented by {0, 1, 2, 3, ...}. Sometimes it is referred to as a "non-negative integer".

x-Axis

The horizontal <u>number line</u> on a <u>coordinate plane</u> that intersects with a vertical number line, the <u>y-axis</u>; the line whose equation is y = 0. The x-axis contains all the points with a zero y-coordinate (e.g., (5, 0)).

x-Intercept(s)

The x-coordinate(s) of the point(s) at which the graph of an equation crosses the  $\underline{x}$ -axis (i.e., the value(s) of the x-coordinate when y = 0). The solution(s) or root(s) of an equation that is set equal to 0.

y-Axis

The vertical <u>number line</u> on a <u>coordinate plane</u> that intersects with a horizontal number line, the  $\underline{x}$ -axis; the line whose equation is x = 0. The y-axis contains all the points with a zero x-coordinate (e.g., (0, 7)).

y-Intercept(s)

The y-coordinate(s) of the point(s) at which the graph of an equation crosses the  $\underline{y}$ -  $\underline{axis}$  (i.e., the value(s) of the y-coordinate when x = 0). For a <u>linear equation</u> in <u>slope-intercept form</u> (y = mx + b), it is indicated by b.