

7th Grade Math

MAT0700

Course Description

Math 7 covers a variety of subject matter from the world of mathematics. This course will review the basic concepts and operations that you learned in Math 6, and it will help you in future mathematics courses. You will learn how to use math skills for real-world application, and you will also learn how to think abstractly as you investigate problems that exist in an imaginary environment. Math 7 will teach you how to use math to solve problems using a variety of strategies including diagrams, equations, factoring, and algebraic expressions. Some additional features are: Engaging multimedia video lectures by award winning teacher, Edward Burger, who is funny and has a passion to teach math; helps pages for each lesson containing practice problems, notes pages, and assessments; closed captioning for all video lessons in English and Spanish.

Rationale

Math is an important subject that prepares a student for real life. Math is used in a variety of courses and disciplines. Skills learned by solving problems and using logical mathematical formulas and principles help to prepare students for future courses and activities. God has given us a mind that is created in His image, and we are to use our abilities to bring honor and glory to His name.

Prerequisite

6th Grade Math or administrator permission

Measurable Learning Outcomes

- A. The student will explore exponents and apply them to writing numbers in scientific notation.
- B. The student will translate a number sentence into words and simplify Algebraic Expressions.
- C. The student will solve one-step, two-step, and multi-step equations and inequalities using whole numbers, integers, fractions and decimals.
- D. The student will order and compare rational numbers and perform operations with decimals.
- E. The student will perform operations with fractions and mixed numbers and solve real world problems.

- F. The student will use ratios and rates to solve proportions to find unknown lengths with similar figures.
- G. The student will convert customary units, metric units and interpret the results.
- H. The student will graph points on the coordinate plane, make tables of values of equations and graph linear functions.
- I. The student will understand slope and how it relates to the slope-intercept equation; $y = mx + b$.
- J. The student will solve real world problems using direct and inverse variations.
- K. The student will convert fractions and decimals to percents and find the percent increase and decrease of two numbers.
- L. The student will calculate from a data set the basic measures of central tendency.
- M. The student will display and interpret data with bar graphs, histograms, box-and-whisker plots, scatter plots and line graphs.
- N. The student will classify lines, angles, and planes and explore relationships among them.
- O. The student will classify polygons, triangles, and quadrilaterals.
- P. The student will identify congruent figures and translate, reflect, and rotate these figures.
- Q. The student will calculate perimeter and circumference of circles and the area of polygons.
- R. The student will calculate the volume and surface area of prisms and cylinders.
- S. The student will evaluate square roots and apply them to using the Pythagorean Theorem.
- T. The student will determine the theoretical and experimental probabilities of an event and describe the difference between the two.
- U. The student will interpret and evaluate problems using combinations or permutations.

Course Materials

See LUOA's [Systems Requirements](#) for computer specifications necessary to operate LUOA curriculum. Also view [Digital Literacy Requirements](#) for LUOA's expectation of users' digital literacy.

This course makes use of third-party digital resources to enhance the learning experience. LUOA staff and faculty have curated these resources. Students can safely access them to complete coursework. Please ensure that internet browser settings, pop-up blockers, and other filtering tools allow for these resources to be accessed. See Technologies and Resources Used in this Course below for a specific list.

Note: Embedded YouTube videos may be utilized to supplement LUOA curriculum. YouTube videos are the property of the respective content creator, licensed to YouTube for distribution and user access. As a non-profit educational institution, LUOA is able to use YouTube video content under the YouTube Terms of Service. For additional information on copyright, please contact the [Jerry Falwell Library](#).

Materials Required for Purchase

The following materials are required in this course:

- Calculator
- Paper for working out problems
- Graph paper for graphing equations and other solutions to problems

Technologies and Resources Used in this Course

The following resource(s) are used throughout this course:

- Thinkwell

Course Grading Policies

The student's grades will be determined according to the following grading scale and assignment weights. The final letter grade for the course is determined by a 10-point scale. Assignments are weighted according to a tier system, which can be referenced on the Grades Page in Canvas. Each tier is weighted according to the table below. Items that do not affect the student's grade are found in Tier 0.

Grading Scale		Assignment Weights	
A	90-100%	Tier 0	0%
B	80-89%	Tier 1	25%
C	70-79%	Tier 2	35%
D	60-69%	Tier 3	40%
F	0-59%		

In order for students to receive credit for a course, the following conditions have to be met:

1. All semester exams and module tests have to be completed,
2. All Tier 3 projects or papers have to be completed, and
3. Fewer than 10 zeros exist in the gradebook for blank submissions in a full credit course and 5 zeros for blank submissions in a semester course.

Course Policies

Students are accountable for *all* information in the Student Handbook. Below are a few policies that have been highlighted from the Student Handbook.

Types of Assessments

To simplify and clearly identify which policies apply to which assessment, each assessment has been categorized into one of four categories: Lesson, Assignment, Quiz, or Test. Each applicable item on the course Modules page has been designated with an identifier chosen from among these categories. Thus, a Quiz on the American Revolution may be designated by the title, "1.2.W Quiz: The American Revolution." These identifiers were placed on the Modules page to help students understand which Honor Code and Resubmission policies apply to that assessment (see the Honor Code and Resubmission policies on the pages that follow for further details).

- **Lesson:** *Any item on the Modules page designated as a “Lesson”*
These include instructional content and sometimes an assessment of that content. Typically, a Lesson will be the day-to-day work that a student completes.
- **Assignment:** *Any item on the Modules page designated as an “Assignment”*
Typical examples of Assignments include, but are not limited to, papers, book reports, projects, labs, and speeches. Assignments are usually something that the student should do his or her best work on the first time.
- **Quiz:** *Any item on the Modules page designated as a “Quiz”*
This usually takes the form of a traditional assessment where the student will answer questions to demonstrate knowledge of the subject. Quizzes cover a smaller amount of material than Tests.
- **Test:** *Any item on the Modules page designated as a “Test”*
This usually takes the form of a traditional assessment where the student will answer questions to demonstrate knowledge of the subject. Tests cover a larger amount of material than Quizzes.

Resubmission Policy

Students are expected to submit their best work on the first submission for every Lesson, Assignment, Quiz, and Test. However, resubmissions may be permitted in the following circumstances:

- **Lesson:** Students are automatically permitted two attempts on a Lesson. Students may freely resubmit for their first two attempts without the need for teacher approval.
- **Assignment:** Students should do their best work the first time on all Assignments. However, any resubmissions must be completed before the student moves more than one module ahead of that Assignment. For example, a student may resubmit an Assignment from Module 3 while in Module 4, but not an Assignment from Modules 1 or 2. High School students may not resubmit an Assignment without expressed written permission from the teacher in a comment.
- **Quiz:** Students may NOT resubmit for an increased grade.
- **Test:** Students may NOT resubmit for an increased grade.

If a student feels that he or she deserves a resubmission on a Lesson, Assignment, Quiz, or Test due to a technical issue such as a computer malfunction, the student should message his or her teacher to make the request, and that request will need to be approved by a Department Chair.

Consequences for Violations to the Honor Code

Every time a student violates the Honor Code, the teacher will submit an Honor Code Incident Report. The Student Support Coordinator will review the incident and allocate the appropriate consequences. Consequences, which are determined by the number of student offenses, are outlined below:

- **Warning:** This ONLY applies to high school Lessons and elementary/middle school Assignments and Lessons. Students should view these actions as learning opportunities.

- **Lessons:** A zero will be assigned for the question only.
- **Elementary/Middle School Assignment:** The student must redo his or her work; however, the student may retain his or her original grade.
- **1st Offense:**
 - **Lesson, Quiz, or Test:** The student will receive a 0% on the entire assessment.
 - **Assignment:** The student will either:
 - Receive a 0% on the original assignment
 - Complete the Plagiarism Workshop
 - Retry the assignment for a maximum grade of 80%
- **2nd Offense:** The student will receive a 0% and be placed on academic probation.
- **3rd Offense:** The student will receive a 0% and the Faculty Chair will determine the consequences that should follow, possibly including withdrawal from the course or expulsion from the academy.

Scope and Sequence

Math 7

Module 1: Exponents and Equations

Week 1: Patterns and Exponents

Week 2: Scientific Notation and Order of Operations

Week 3: Algebraic Expressions

Week 4: Expressions and Equations

Module 2: Equations, Integers, and Multiples

Week 5: Introduction to Solving Equations

Week 6: Introduction to Integers

Week 7: Operations with Integers

Week 8: Factors and Multiples

Module 3: Rational Numbers, Decimals, and Fractions

Week 9: Rational Numbers

Week 10: Operations with Decimals

Week 11: Operations with Fractions

Week 12: Operations with Fractions and mixed numbers

Module 4: Proportions, Measurements, and Similar Figures

Week 13: More Operations with Fractions

Week 14: Ratios and Proportions

Week 15: Measurement and Similar Figures

Week 16: More Similar Figures and the Coordinate Plane

Module 5: Graphing Functions and Semester Exam

Week 17: Graphing Functions

Week 18: Semester Review and Exam

Module 6: Slope, Variation, and Percents

Week 19: Slope and Variation

Week 20: Introduction to Percents

Week 21: Using Percents

Week 22: Interest and Data

Module 7: Data, Planes, and Angles

Week 23: Displaying Data

Week 24: Using Data Displays

Week 25: Points, Lines, Planes, and Angles

Week 26: Introduction to Polygons

Module 8: Polygons, Perimeter, and Area

Week 27: Polygon Relationships

Week 28: Attributes and Measurements of Polygons

Week 29: Area

Week 30: The Pythagorean Theorem and Three-Dimensional Figures

Module 9: Volume, Probability, and Solving Equations

Week 31: Volume and Surface Area

Week 32: Introduction to Probability

Week 33: Probability and Counting

Week 34: Solving Equations

Module 10: Solving Inequalities and Semester Exam

Week 35: Solving Inequalities

Week 36: Semester Exam