

# **Workplace Mathematics 11**

Type: Online

### **Course Description:**

Workplace Math 11 is geared towards students who are not heading into highly academic fields in post-secondary such as Sciences, Engineering, Nursing, Computer Programming, etc. In contrast, Workplace Math 11 teaches hands-on, real-life, applicable Math content and helps develop skills through project-based learning.

Students in this course will examine big ideas in math including financial planning and probability, with an emphasis on problem solving and critical thinking skills. Specifically, students will cover topics such as Combinatorics, Probability, Regression, Financial Planning and more.

StudyForge Workplace Math 11 is intentionally designed for student success, featuring elements such as:

- Video, Audio and Hands-on instruction through videos and interactives
- Practice questions with detailed solutions for self-assessment
- A student notebook that accompanies the instruction, to enhance engagement with course material
- Summative assessments for each module randomized to allow retests for mastery
- A customized dashboard to let you know which students are most needing your help
- A variety of Inquiry-based projects
- Solution Files & Answer Keys
- And more.

Workplace Math 11 requires that students have completed the prerequisite course: Workplace Math 10.

#### **Major Units and Topics:**

- 3D Objects & Rate of Change
- Probability

- Statistics
- Finances





#### **Assessments:**

Video Note Package

Projects

Practice Questions

Assignments

Chapter Tests

## **Student Requirements:**

- Students will need access to a computer (with internet, speakers, mic and camera), printer, pencil, papers and a scientific calculator.
- A graphing calculator is also permitted and recommended.
  - (Note that there is a built-in graphing calculator in all practice questions.)

## **Learning Standards Overview:**

Content Students are expected to know the following:	Ch 1	Ch 2	Ch 3	Ch 4
Financial Literacy				
Personal investments, loans (lease versus buy), credit cards, mortgages, graphical representations of financial growth				>
To purchase, own, or lease and to operate and maintain a vehicle				V
Banking services				V





Other significant purchases				~		
Rate of Change						
Slope of 3D objects, angle of elevation	~					
Interest rates				~		
Contexts						
Exploring games of chance and insurance payout likelihood		~				
Reading about and interpreting surveys and information in the media to make informed decisions			V			
Understanding statistical vocabulary			V			
Interpreting Graphs						
Investigating graphs in the media (e.g., news articles, blogs, social media, websites, advertisements)			<b>&gt;</b>			
How data and media influence social justice issues and personal decisions			V			
3D Objects						
Creating and interpreting exploded diagrams and perspective diagrams	V					
Drawing and constructing 3D objects	V					



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