Pearson Integrated High School Mathematics offers a hybrid instructional model that consists of digital delivery of content during instructional time, supplemented by a write-in student edition (worktext) in which students capture their understandings of the concepts presented as they work through the problems.

Out-of-classroom support is available through the animated lessons, math tutor videos, and instructional summaries in the Student Worktext. The in-class instruction can be further enhanced with the robust math tools and dynamic activities that are part of the digital courseware.

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<td>Lesson Resources: Leveled Practice, Reteaching, Enrichment, ELL/Vocabulary Support, Problem Solving, Standardized Test Prep, Activities, Games, Puzzles, Daily Lesson Quiz, Chapter Resources: Teaching with TI Technology, Find the Errors, Performance Tasks, Chapter Projects</td>
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<td>Online Lesson Planner with Common Core State Standards</td>
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<td>Assessment Resources</td>
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<td>Diagnostic Test, Lesson Quizzes, Chapter Tests, Benchmark Tests, End of Course Test</td>
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<td>Digital Lesson DVD*</td>
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<td>ExamView® Assessment Suite CD-ROM</td>
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<td>Answers and Solutions DVD</td>
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</table>
The Student Worktext is the students’ personal record of their mathematics learning over the course of the school year. It also provides an artifact of learning that students can draw from in subsequent courses. This interactive format helps students stay organized and provides a resource for students to review (vocabulary, key concepts, formulas, properties, examples) and practice independently.

**Lesson Components**
- **Essential Understandings** and lesson exposition of key concepts
- Highlighted vocabulary words
- Ample space for students to complete the Got It? problems that follow each Problem
- **Think and Plan** boxes model the thinking embraced by the Common Core State Standards.
- **Lesson Check** with questions aligned to the Common Core Standards for Mathematical Practice
- Practice and homework exercises (levels A, B, and C)
- QR codes throughout each lesson that, when clicked on using a smartphone or tablet computer, will direct students to the appropriate Virtual Nerd™ tutorial video

**Chapter Components**
- **Get Ready!** diagnostic assessment at the beginning of every chapter
- **Chapter Review** with a summary of the main concepts and accompanying exercises for each lesson
- **Pull It All Together**—rich, real world performance tasks designed to reflect the performance tasks students are likely to encounter on the Next Generation Assessments currently under development
- Technology, Activity, and Lesson Labs
A unique feature of *Pearson Integrated High School Mathematics* is the QR code at the beginning of every lesson. QR codes can be scanned by most mobile devices like phones, iPads®, and even laptop computers. Students can scan the QR code to access Virtual Nerd™ tutorial videos that directly relate to the content in the lesson. To learn more about Virtual Nerd™ tutorial videos and the exclusive dynamic whiteboard go to virtualnerd.com.

*The Virtual Nerd™ tutorial videos can also be accessed, without the QR code, on Pearson SuccessNet (the site of all the digital courseware).*
The Teacher’s Guide is a comprehensive tool that teachers can use as they plan for and teach every phase of the 5-part lesson of the program. At the chapter level, teachers find math background, tips for error prevention, and assignment guides to help them in planning for instruction. At the lesson level, teachers find resources for instruction, practice, assessment, and remediation. To help with planning, there are teaching notes and probing questions to the left of images of each Solve It! and problem that teachers will be presenting from the digital courseware.

Lesson Components:

- Preparing to Teach: Big Ideas and Essential Understandings, Mathematics Background, ELL Support, Lesson Vocabulary, Dynamic Activities
- 5-Step Lesson Structure: Interactive Learning, Guided Instruction, Lesson Check, Practice, Assess and Remediate
- All necessary teaching notes and guiding questions with answers to facilitate the lesson
- Answers at point of use with correlations to the Common Core Standards for Mathematical Practice
- Images of the student-facing pieces: the problems from the digital courseware and reduced parts of the student pages
- Lesson Quiz with prescription for remediation
- Intervention, On-Level, and Extension resources

Chapter Components:

- Get Ready! Diagnostic Assessment
- Chapter Opener with an overview of the Big Ideas and Essential Understandings
- Mathematics Background with common errors
- Chapter Review with Summative Questions
- Pull It All Together performance tasks aligned to the Common Core Standards for Math Content and the Standards for Mathematical Practice
Pearson SuccessNet® is the gateway for students and teachers to all the digital components available for *Pearson Integrated High School Mathematics*.

**Online Teacher Resources**
- Teacher’s Guide
- Editable Teaching Resources
- Progress Monitoring Assessments
- Implementation Guide
- Interactive Digital Path
- Additional Presentation Tools and Online Manipulatives
- SuccessTracker Assessment System with automatic grading
- Class and Student Reports aligned to the **Common Core State Standards**
- Classroom Management System
- Lesson Planner with editable lessons
- Content Search by Performance Standard

**Online Student Resources**
- Interactive Student Worktext
- Notetaking and Highlighting tools
- Student Worksheets
- Homework Video Tutors in English and Spanish
- Interactive Digital Path with videos, guided problems with audio, Dynamic Activities, self-check quizzes, glossary with audio in English and Spanish
- MathXL® for School—step-by-step practice with immediate feedback
- Math Tools and Online Manipulatives
- Virtual Nerd™ Tutorial Videos
- Multilingual Handbook
- Assessments with immediate feedback and personalized remediation

---

**PEARSON SUCCESSNET ICONS**

- **Show the student-produced video demonstrating relevant and engaging applications of the new concepts in the chapter.**
- **Find online definitions for the new terms with audio explanations in both English and Spanish.**
- **Start each lesson with an attention-getting problem. View the problem online with helpful hints.**
- **Increase students’ depth of knowledge with interactive online activities.**
- **Show Problems from each lesson solved step by step. Instant replay allows students to go at their own pace when studying online.**
- **Prepare students for the Mid-Chapter Quiz and Chapter Test with online practice and review.**

Log in to pearsonsuccessnet.com and click on Interactive Digital Path to access the Solve Its and animated Problems.
From a pedagogical perspective, this hybrid program will maintain the same five-part lesson structure that has been proven to be effective with *Pearson Prentice Hall High School Mathematics*: Interactive Learning, Guided Instruction, Lesson Check, Practice, and Assess and Remediate. It will also integrate the five principles of the program: problem solving, visual learning, differentiated instruction, interactive learning, and digital instruction. The following pages will provide a walkthrough of the 5-step lesson structure.

**5-STEP LESSON STRUCTURE**

1. Interactive Learning
2. Guided Instruction
3. Lesson Check
4. Practice
5. Assess and Remediate
Step 1: Interactive Learning

Every lesson begins with problem-based interactive learning. Through the Solve It!, at the beginning of every lesson, teachers can activate students’ prior knowledge and set the context for the Essential Understanding for the lesson. Students work through the real world problem, by first making sense of the problem, and then analyzing the situation, making solution plans, and presenting and justifying their answers to the class. This Interactive Learning experience develops multiple mathematical practices as students are actively involved in doing mathematics. Students interact with these concepts as they work individually or collaboratively to find a solution to the problem.

<table>
<thead>
<tr>
<th>PEARSONSUCCESSNET.COM OR DIGITAL LESSON DVD</th>
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<th>STUDENT WORKTEXT</th>
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</table>
| • Every lesson within the Interactive Digital Path begins with an animated Solve It! activity. | • The Preparing to Teach section includes the following resources to support instruction:  
  - Big Ideas  
  - Essential Understandings  
  - Math Background  
  - ELL Support  
  - Lesson Vocabulary  
  - Dynamic Activity | • Within the Student Worktext, space is provided for students to complete the Solve It!  
- The Solve It! can be assigned as a whole class, small group, or individual activity.  
- The worktext becomes the students’ personal record of their mathematics learning over the course of the school year |
| • LCD projectors or Interactive Whiteboards can be used to present the digital lesson content.  
• Some lessons include a Dynamic Activity. These animated activities can help students understand important math concepts. | • In the right column, the image of the Solve It! from the digital courseware simplifies planning for teachers. All necessary teaching notes to facilitate the lesson are in the left column. |
The **Guided Instruction** phase of the lesson begins with the **Essential Understanding** in which the focus of study for the lesson is formalized. An interwoven strand of reasoning connects the math that students learn, from the first lesson to the last, further supporting both the **Common Core Standards for Math Content** and the **Standards for Mathematical Practice**. Probing questions in the **Think and Plan** boxes model for students the thinking embraced by the mathematical practices. These prompts become less structured as students advance through the program and become more mathematically proficient.

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<tr>
<td>• The Instruction phase of the lesson guides students through problems aligned to the <strong>Common Core Standards for Math Content</strong> with step-by-step solutions.</td>
<td>• The supporting questions that accompany all problems help teachers to facilitate the lesson, connect to the <strong>Standards for Mathematical Practice</strong>, and guide students to understanding and more in-depth reasoning.</td>
<td>• There is ample space for students to complete the <strong>Got It?</strong> problems that follow each worked out problem from the Interactive Digital Path.</td>
</tr>
<tr>
<td>• The lesson window provides ample white space for illustration. The space allows teachers to use interactive whiteboards and writing tools to draw additional examples, add emphasis, and provide notes.</td>
<td>• Through the use of these scaffolding questions, students develop sound arguments to explain their solution plans and become more proficient in constructing viable arguments.</td>
<td>• Students benefit in two ways from this process of working out solutions and recording processes. Students are actively engaged in the production of the solution, and the recording of their understandings becomes contextualized within a specific event, providing retrieval cues.</td>
</tr>
<tr>
<td>• Interactive math tools not only support and extend what’s taught in the lesson but also aid in the development of the <strong>Standards for Mathematical Practice</strong>.</td>
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Step 3: Lesson Check

The Lesson Check presents timely opportunities for assessing students’ understanding of the lesson content. The questions in Do you know HOW? assess students’ procedural fluency with the concept presented in the lesson while the questions in Do you UNDERSTAND? focus on students’ conceptual understanding of the concepts. Most of the tasks in the UNDERSTAND part of this assessment elicit the use of one or more Common Core Standards for Mathematical Practice. Higher order thinking skills, such as Reasoning, Compare and Contrast, and Error Analysis, focus students’ attention on structure and meaning rather than on the solution.

- **Teachers and students can view the Lesson Check digitally within the Interactive Digital Path.**
- **Additional teacher resources are available to support every lesson:**
  - Reteaching
  - ELL Support
  - Enrichment
  - Problem Solving
  - Practice
  - Test Prep
  - Teaching with TI Technology
  - Find the Errors
  - Activities, Games, and Puzzles

- **Within the Teacher’s Guide, specific support is provided for students who may struggle with the Lesson Check.**
- **At the end of each lesson, the question in the Close encourages students to express verbally or in writing their understanding of the concepts presented.**

- **Within the Student Worktext, space is provided for students to complete the Lesson Check. Teachers can review these questions in class or assign for independent practice.**
- **For students in need of additional support, instructional summaries of the concepts presented (Take Note and Essential Understanding boxes) can serve as reminders of the day’s lesson.**
The **Practice** phase affords students opportunities to solidify their procedural fluency and conceptual understanding of the lesson content. These exercises are comprised of three different levels: practice, application and challenge problems. The exercises with the Common Core logo help students become more proficient with the **Standards for Mathematical Practice**. The **Application** exercises require students to develop mathematical models for real world problem situations. **Application** exercises with the STEM label present real-world problem situations related to science, technology, or engineering topics.

### PEARNSUCCESSNET.COM OR DIGITAL LESSON DVD

- Teachers and students can view the More Practice and Problem Solving Exercises digitally within the Interactive Digital Path.
- Students can access digital content to support in-class instruction:
  - Interactive eText with linked videos, vocabulary, and lesson resources
  - **Dynamic Activities** and Math Tools
  - Online glossary with audio in English and Spanish
  - Homework Video Tutors in English and Spanish
  - MathXL® for School—unlimited practice tutorials with instant feedback

### TEACHER’S GUIDE

- After the **Lesson Check**, teachers can assign a series of practice problems. The Teacher’s Guide provides a variety of leveled assignments to meet the needs of all students. All answers are provided at point of use.
- The **Homework Quick Check** saves teachers time by suggesting which problems to check the next day for a quick review of key skills.
- The practice problems that correspond to a specific **Standard for Mathematical Practice** are also documented in the Teacher’s Guide.

### STUDENT WORKTEXT

- After completing the **Got It?** in class, students can use these worked out examples in the Student Worktext as a reference when completing independent practice or homework exercises.
- For students in need of additional support or remediation, they will find a web link to the digital courseware in the worktext where they can revisit the day’s lesson. For each lesson, they will also find a QR code that, when scanned, will present video tutorials of the concepts addressed in the lesson.
Step 5: Assess and Remediate

The final phase of the lesson is **Assess and Remediate**. Each lesson ends with a **Lesson Quiz** (available within the printed Teacher’s Guide and online within the Teaching Resources) and opportunities to provide differentiated instruction for students. The Teacher’s Guide also includes personalized prescriptions for remediation based on a student’s **Lesson Quiz** results. This enables teachers to make data-driven instructional decisions about review assignments for intervention, on-level, and extension.

<table>
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</table>
| • Teachers can view the quiz from the online Teacher’s Guide posted on Pearson SuccessNet®. Additional assessment resources are posted within the Teaching Resources link. | • The **Lesson Quiz**, also available as a PDF, assesses lesson skills and concepts.  
• The Prescription for Remediation helps teachers use the quiz results to make instructional decisions about appropriate review assignments.  
• A complete list of resources is available for intervention, on-level, and extension. These review assignments are also available on Pearson SuccessNet. | • The **Lesson Quiz** is not provided in the Student Worktext. Students can access a self-assessment for each lesson digitally via the Interactive Digital Path.  
• The worktext helps students stay organized and provides a resource for students to review vocabulary, key concepts, formulas, properties and worked out exercises. Features such as the **Take Note** and **Key Concept** boxes can be used when preparing for assessments. |

The compiled data appears in three different reports making it easier for teachers to analyze whole class and individual student performance.
Beginning of Chapter

5-STEP LESSON STRUCTURE

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My Math Video
Every chapter begins with a My Math Video. This video provides students with a real-world application of the chapter topics. After students watch the video, consider discussing how the video relates to the chapter topics.

Other resources include:
- Online Lesson Planner
- Editable Teaching Resources
- Editable Assessment Resources
- Online Assessment System
- Classroom Management System

Get Ready!
Within the Teacher’s Guide, the Get Ready! diagnostic assessment appears on the first page of every chapter. Teachers can use the assessment to determine if students have the prerequisite skills for the chapter.

Chapter Overview
The chapter overview contains everything needed to help teachers prepare to teach a chapter such as, an overview of the Big Ideas and Essential Questions, correlation to the Common Core State Standards, and Chapter Vocabulary.

Math Background
The Math Background page provides ongoing professional development that clarifies the chapter Big Ideas and Essential Understandings. It provides an explanation of key concepts along with a description of common errors.

Get Ready!
The Get Ready! diagnostic assessment appears on the first page of every chapter within the Student Worktext. The Get Ready! is also available as an online assessment on Pearson SuccessNet. The assessment is automatically scored and students receive instant remediation or enrichment based on individual assessment results.

Chapter Opener
The Chapter Opener in the Student Worktext includes a list of the Big Ideas and Essential Questions for the chapter, a list of the Common Core Domains, a Chapter Preview, and the Chapter Vocabulary.
# 5-Step Lesson Structure

## MathXL® for School

MathXL® for School provides unlimited practice and remediation with tutoring and guided assistance at the mid-chapter and end of chapter. Most problems are short answer and require students to actually “do the math.” Each problem regenerates to a new problem, so students have unlimited practice opportunities.

### Other resources include:
- Online Lesson Planner
- Editable Teaching Resources
- Editable Assessment Resources
- Online Assessment System
- Classroom Management System

## Pull It All Together

The Pull It All Together performance tasks provide an opportunity for students to demonstrate their ability to use reasoning to solve real-world problems. The teacher is provided guiding questions to support students’ understanding of the task. A rubric is found in the Implementation Guide.

### Chapter Review

The Chapter Review summarizes the Big Ideas and answers the Essential Questions. The teacher is also provided with additional Summative Questions to assess students’ understanding of the Big Ideas.

## Pull It All Together

The Pull It All Together performance tasks are included in the Student Worktext. These rich, real-world performance tasks are designed to reflect the performance tasks that students are likely to encounter on the Next Generation Assessments currently under development.

### Chapter Review

The Chapter Review in the Student Worktext includes a Quick Review and Example for each lesson of the chapter. Corresponding exercises are also provided for each lesson.
1. Getting Started

The following pages provide a walkthrough of the digital components found on Pearson SuccessNet.

---

2. Enter the User name and Password. 
   User name: INTHSMath
   Password: pearsonCCSS1
3. Click Log in.

---
ONLINE DIGITAL WALKTHROUGH

2. Your Home Page

Access the **Interactive Digital Path** by clicking Interactive Digital Path. The Digital Path is the gateway to all digital components of the program.

Access your **Interactive Student Worktext, Teacher’s Guide, and Teacher Resources** from links beneath each book image. Multiple courses can be accessed through the same home page. The **Student Worktext** and **Teacher’s Guide** are also accessible on a mobile device (iPad/Android).
3. Navigating Teacher Resources

Access your online **Teacher Resources** through the home page. Many resources are available in editable format.

1. Select **Other Resources** from the home page, then click on the **Teacher Resources** link from the pull-down menu.
2. Click on the chapter.
3. Choose the resource and lesson.
4. Save and open to edit.
Access your online **Student Worktext** and **Teacher’s Guide** through the home page. The Student eText contains links to lesson tutorial videos, vocabulary, and other resources.

1. Select the **Student Worktext** or **Teacher’s Guide** link from the home page.
2. Lesson tutorial videos, vocabulary, and other resources are linked at point of use.
Access the **Interactive Digital Path** from your homepage. The Digital Path contains all the interactive chapter and lesson content.

5. **Navigating Interactive Digital Path**

1. Select **Interactive Digital Path** from the home page.
2. Choose a Chapter.
3. Choose a Lesson.
4. Choose from the menu to **View** the lesson, **Assign** it to your students, find **Information**, such as Common Core Standards or add it to your **Lesson Planner**.
6. Digital Path Solve It!

The Solve It! starts off the lesson by presenting a problem that helps connect what students know to an important concept in the lesson. Students have space in the Student Worktext to complete the activity.

1. Choose a lesson and click View.
2. The lesson opens up to the Solve It!
3. Use the arrows at the bottom of the screen to move through the Solve It!
The **Dynamic Activity** is a virtual manipulative with guided instruction. There are over 90 different **Dynamic Activities** in this program. Another way to access the **Dynamic Activities** is to use the Search function found within the Content tab.

1. Select **Dynamic Activity** under Launch. (Note: **Dynamic Activities** are only available for select lessons.)
2. Click **Next** to advance through the guided instruction.
3. Check open boxes to display more data.
4. Manipulate the interactive graphs to explore lesson concepts.
The **Instruction** phase of the lesson guides students through problems with step-by-step solutions. As teachers and students work through the problems, students record their understandings in the Student Worktext.

1. Click on **Instruction** to move to the animated problems.

2. Click on a problem to begin. Use the audio icon to turn off the avatar’s voice when needed.

3. **Alternative Problems**, when available, provide opportunity to differentiate instruction.

4. Click on the arrows to guide through the problem at your own pace. You can go back to steps at any time to review.

5. Each problem ends with **Got It?**, a built in check for understanding. Use the buttons at the bottom to display answer choices, correct answer and full stepped out solution. There is space in the Student Worktext for students to complete the **Got It?** exercise.
Students will find lesson practice exercises online under Practice as shown below. Lesson Practice exercises are also available within the Student Worktext.

1. Click on Practice for access to the online homework.
2. Click on Math Tools to activate graphing tools (more on page 27).
3. Print this page.
4. Click on Key Concepts for help when completing homework.
5. Vocabulary provides math definitions in English and Spanish, in print and read aloud (more on page 26).
Students can test their knowledge using the Self Quiz for each lesson.

1. Click on **Self Assessment** to open the Lesson Self Quiz.
2. Use the questions as a quick check for understanding.
3. Click on the forward arrow to get responses for each question.
Vocabulary provides math definitions in English and Spanish, in writing and read aloud.

1. Click on Vocabulary for lesson vocabulary definitions.
2. Click on the arrow to view the definition and see an example.
3. Click on the speaker to hear the term and definition.
4. Select Spanish for vocabulary definition and audio in Spanish.
Math Tools help students explore and visualize concepts digitally.

1. Click on **Math Tools** for access to all 5 tools:

   a. **Graphing Utility**: Graph points, relations, functions, and inequalities on a coordinate plane.

   b. **Number Line Tool**: Add real numbers, graph inequalities on a number line, and plot real numbers and their opposites.

   c. **Algebra Tiles Tool**: Add, subtract, multiply, factor and solve one-step equations using algebra tiles.

   d. **2-D Geometric Constructor Tool**: Graph points, segments, lines, angles, rays and polygons. Measure the perimeter and area of polygons.

   e. **3-D Geometric Constructor Tool**: Graph 3-D figures and compute their surface area and volume.
13. Virtual Nerd™ Tutorial Videos

ONLINE DIGITAL WALKTHROUGH

1. Select **Interactive Digital Path** from the home page.

2. Choose a chapter.

3. Students can scan the QR code in their Student Worktext or choose **Virtual Nerd™ Videos** from the Table of Contents within the digital path to access Virtual Nerd tutorial videos that directly relate to the content in the lesson. (To learn more about Virtual Nerd tutorial videos and the exclusive dynamic whiteboard go to [virtualnerd.com](http://virtualnerd.com).)
14. MathXL® for School

MathXL® for School exercises provide additional practice at the middle and end of every chapter and are accessible from the Chapter Table of Contents.

1. From the Table of Contents, select MathXL® for School Mid-Chapter or End-of-Chapter Practice and Review.

2. Click on the link to each exercise.

3. There are three options once a problem is started:
   a. Work through the problem and receive immediate feedback.
   b. Help Me Solve This—an interactive tutorial.
   c. View an Example.
The Online Lesson Planner saves you time and helps you align your lessons to the Common Core State Standards.

1. View lesson plans by month, week, or day.

2. You can auto schedule lesson plans for the entire year, including days to block out.

3. Easily click and drag Lesson Plans into the Lesson Planner Calendar.

4. View multiple classes at the same time.

5. Choose 🍀 to access a blank lesson template and create a Custom Lesson Plan.
View/Edit Lesson Plans and save them into the calendar.

1. Create a new lesson plan or edit an existing lesson plan.
2. Add or Remove Common Core Standards.
3. Hide lesson resources that will not be used.
4. Links to digital content and print content embedded into lesson plans.
17. Assessment Resources

Pre-loaded Progress Monitoring Assessments save time and allow the teacher to quickly assign online assessments to students that are already aligned to the text and to the Common Core State Standards.

1. Select Content and Tests.
2. Select your course.
3. Select your assessment.
4. Click Go to view the assessments and assign to your students.

Click the correct answer.

Which relationship is represented by the graph below?

- number of quarters needed for 8 hours of parking if each hour costs $1
- number of hours per week Mike spends studying if he spends 30 min on each subject
- number of tickets needed for a amusement park ride if each ride takes 6 tickets
- number of dollars collected at a car wash if each wash costs $5

Choose the correct option: 

A.  
B.  
C.  
D.  

4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20
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1. Click on Reports.

2. Select from four reports: Lesson Progress, Test Scores, Standards Mastery and Item Analysis.
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