Algebra II Summer 2023 Assignment Instructions

Welcome to Algebra II! As you will be entering Algebra II next year, we would like to make sure that you are refreshed on all your Algebra skills and ready for the year ahead. Throughout the summer we would like you to complete a few tasks on Delta Math (www.deltamath.com). Delta Math is a free online math resource to help you with almost any topic in mathematics. We will then continue to use Delta Math throughout the year. If you have any questions, comments, or concerns with Delta Math, please feel free to e-mail Ms. Kimberly Naucodie at knaucodie@gmahs.org.

- 1. Create a Delta Math account. You need an email to login. Please write this down somewhere safe, you will need to sign into Delta Math every time. (If you already have a Delta Math account, you do not need to create a new one.) Delta Math will show you the skills that you need to complete. You need to solve 5 problems correctly from each skill posted but feel free to do additional problems for those areas where you'd like to improve on! Click on "Show Example" if you are unsure how to solve a problem.
- 2. Please refer to Khan academy for any skill you cannot recall from Algebra 1. There are videos you can watch to learn and problems to apply to which may help you on any topics you don't remember.

Teacher Code: 356862

Class code: https://www.deltamath.com/students?code=MF8K-S3]4

Subject: Algebra 2 Summer Assignment 2023

We ask that you work on Delta Math at least once a week over the summer: Approximately 7 weeks total for a minimum of 15-20 minutes each

Week	Skill to Practice:
1	Algebraic Expressions
	1. Words to Expressions
	2. Words to Expressions (Compound)
	Evaluate Functions
	1. Evaluate Functions (Level 1)
	2. Evaluate Functions (Level 2)
2	Combining Like Terms
	1. Combine Like Terms
	2. Combine Like Terms (level 2)
3	<u>Distributive Property</u>
	1. The Distributive Property (Level 1)
	2. The Distributive Property (Level 2)

4	Simplifying Algebraic Expressions 1. Adding and Subtracting Polynomials 2. Multiplying binomials Solving Equations 1. Two Step Equations 2. Three Step Linear Equations
5	Solving Equations 1. Linear Equations w/ Distribution (Lev 1) 2. Linear Equations w/ Distribution (Lev 2)
6	Literal Equations 1. Single Step Literal Equations (Level 1) 2. Single Step Literal Equations (Level 2) Linear Inequalities 1. Linear Inequality and Number Line (Level 1) 2. Linear Inequalities (Level 1)
7	Functions with Absolute value equations and inequalities 1. Determine if a graph is a function 2. Evaluate functions from a graph 3. Function equality (graphs)

With vacations, camps, etc. we understand that there may be some weeks where you may not be able to log on and other weeks where you can spend more minutes on Delta Math. We broke this up as a general outline for the summer tasks, yet you by no means must follow this exactly. Just by the start of September we are asking that you have spent at least 120 minutes (~ 2 hours total) on Delta Math and have attempted all the skills listed in the skills to practice. The more practice you put in the better, but please do not feel like you need to spend your whole summer working through more problems than necessary.

This summer assignment will be considered your first assignment for Algebra II. You will be graded using the following rubric. Part of this grade will come from a 50-point assessment on all the sections listed above.

Category Name	Description	Point Value
	You will be awarded up to 50 points for the skills you	
Skills Practiced	complete correctly on Delta Math. I will convert your grade from Delta Math (out of 100%) to a grade out of 50 points.	/50
Assessment	Score on a 50-point assessment in the beginning of the year on all skills covered above.	/50

Total /100

Again, please feel free to e-mail Ms. Kimberly Naucodie $\underline{knaucodie@gmahs.org}$ if you have any questions or concerns about this assignment.

We wish you a safe, happy summer and we look forward to seeing you again in the fall!

The Gwynedd Mercy Academy Mathematics Department