## Instructional Flow - Unit 3 - Systems of Linear Equations and Inequalities

| Section 3.6 | - solutions to systems of two linear equations numerically, graphically, and algebraically in slope-intercept form <br> - solutions to systems of two linear equations numerically, graphically, and using the substitution method <br> - interpretation of a solution to a system of two linear equations in context |
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| Section 3.7 | - representation of real-world problems as systems of equations <br> - solutions to systems of two linear equations by any method <br> - determination of the break-even point of a linear system algebraically and graphically <br> - interpretation of a break-even point in context |
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| IG: Linear Equations in Standard Form | - standard form of a linear equation <br> - solutions to systems of linear equations in two variables by elimination (linear combinations) <br> - equivalency of linear equation forms <br> - systems with no solutions and infinite numbers of solutions <br> - determination of the most efficient solution method |
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| IG: Operations with Matrices | - matrix definition and vocabulary <br> - addition, subtraction, and scalar multiplication of matrices <br> - applications of matrices in real-world contexts |
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| IG: Matrices | - matrix multiplication <br> - determinant of a matrix <br> - the inverse of a square matrix <br> - applications of matrix multiplication, determinants, and inverse matrices including cryptography |
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| IG: Solving | - representation and matrix solutions to systems of equations |
| Systems of Linear | - solution to systems of linear equations in two variables in real-world contexts |
| Equations Using Matrices |  |
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| Section 3.9 | - representations and solutions to linear inequalities in one variable <br> - representations and solutions to compound inequalities |
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| Section 3.8 | - solutions to systems of linear inequalities in two variables <br> - linear inequalities in real-world contexts <br> - linear programming |

