

# Unit 4 Matrices and Systems of Equations

Content Area: **Math**  
Course(s): **Accelerated PreCalculus, CP PreCalculus**  
Time Period: **Marking Period 2**  
Length: **4**  
Status: **Published**

## Unit Overview

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In this unit, students will perform basic operations on matrices, by hand and on a graphing calculator, and use matrices to solve systems of equations.

## Enduring Understandings

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Students will be able to solve systems of equations and inequalities. Students will write and perform operations on matrices and solve problems using matrices, including real-life problems.

## Essential Questions

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How do you use the method of substitution and graphing to solve systems of equations?

How do you use the method of elimination to solve systems of equations?

How do you find the solution of a system of inequalities?

How do you find the maximum or minimum value of a function if there are linear constraints on the values of the variables in the function?

How do you solve systems of linear equations in more than two variables?

How do you use matrices to solve systems of equations?

How do you perform operations on matrices?

How do you find and use the inverse of a square matrix?

How do you find the determinant of a square matrix?

How do you use matrices to solve systems of equations?

How do you use matrices to find areas of triangles?

## New Jersey Student Learning Standards (No CCS)

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MA.A-SSE.A.1	Interpret expressions that represent a quantity in terms of its context.
MA.A-SSE.A.1a	Interpret parts of an expression, such as terms, factors, and coefficients.
MA.A-SSE.A.1b	Interpret complicated expressions by viewing one or more of their parts as a single entity.
MA.A-SSE.B	Write expressions in equivalent forms to solve problems
MA.A-SSE.B.3	Choose and produce an equivalent form of an expression to reveal and explain properties of the quantity represented by the expression.
MA.A-SSE.B.3c	Use the properties of exponents to transform expressions for exponential functions.
MA.A-CED	Creating Equations
MA.A-CED.A	Create equations that describe numbers or relationships
MA.A-CED.A.1	Create equations and inequalities in one variable and use them to solve problems.
MA.A-CED.A.2	Create equations in two or more variables to represent relationships between quantities; graph equations on coordinate axes with labels and scales.
MA.A-CED.A.3	Represent constraints by equations or inequalities, and by systems of equations and/or inequalities, and interpret solutions as viable or nonviable options in a modeling context.  For example, represent inequalities describing nutritional and cost constraints on combinations of different foods.
MA.A-CED.A.4	Rearrange formulas to highlight a quantity of interest, using the same reasoning as in solving equations.
MA.A-REI.A.1	Explain each step in solving a simple equation as following from the equality of numbers asserted at the previous step, starting from the assumption that the original equation has a solution. Construct a viable argument to justify a solution method.
MA.N-VM.C.6	Use matrices to represent and manipulate data, e.g., to represent payoffs or incidence relationships in a network.
MA.N-VM.C.7	Multiply matrices by scalars to produce new matrices, e.g., as when all of the payoffs in a game are doubled.
MA.N-VM.C.8	Add, subtract, and multiply matrices of appropriate dimensions.
MA.A-REI.B.3	Solve linear equations and inequalities in one variable, including equations with coefficients represented by letters.
MA.N-VM.C.9	Understand that, unlike multiplication of numbers, matrix multiplication for square matrices is not a commutative operation, but still satisfies the associative and distributive properties.
MA.A-REI.B.4	Solve quadratic equations in one variable.
MA.N-VM.C.10	Understand that the zero and identity matrices play a role in matrix addition and multiplication similar to the role of 0 and 1 in the real numbers. The determinant of a square matrix is nonzero if and only if the matrix has a multiplicative inverse.
MA.N-VM.C.12	Work with $2 \times 2$ matrices as a transformations of the plane, and interpret the absolute value of the determinant in terms of area.
MA.A-REI.C	Solve systems of equations
MA.A-REI.C.5	Prove that, given a system of two equations in two variables, replacing one equation by the sum of that equation and a multiple of the other produces a system with the same solutions.

MA.A-REI.C.6	Solve systems of linear equations exactly and approximately (e.g., with graphs), focusing on pairs of linear equations in two variables.
MA.A-REI.C.7	Solve a simple system consisting of a linear equation and a quadratic equation in two variables algebraically and graphically.
MA.A-REI.D.10	Understand that the graph of an equation in two variables is the set of all its solutions plotted in the coordinate plane, often forming a curve (which could be a line).
MA.A-REI.D.11	Explain why the $x$ -coordinates of the points where the graphs of the equations $y = f(x)$ and $y = g(x)$ intersect are the solutions of the equation $f(x) = g(x)$ ; find the solutions approximately, e.g., using technology to graph the functions, make tables of values, or find successive approximations. Include cases where $f(x)$ and/or $g(x)$ are linear, polynomial, rational, absolute value, exponential, and logarithmic functions.
MA.A-REI.D.12	Graph the solutions to a linear inequality in two variables as a half plane (excluding the boundary in the case of a strict inequality), and graph the solution set to a system of linear inequalities in two variables as the intersection of the corresponding half-planes.

## Formative Assessments

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- Daily homework checks
- Quiz
- Chapter Test
- Exit Tickets
- Warm-ups
- Webassigns

## Summative Assessment

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- Unit Test
- Unit Project

## Alternate Assessments

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- Modified homework
- Modified quizzes
- Modified tests
- Modified projects

## Closure

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- Low-Stakes Quizzes - Give a short quiz using technologies like Kahoot or a Google form.
- Have students write down three quiz questions (to ask at the beginning of the next class).
- Have students dramatize a real-life application of a skill.
- Ask a question. Give students ten seconds to confer with peers before you call on a random student to answer. Repeat.
- Have kids orally describe a concept, procedure, or skill in simple terms.
- Direct kids to raise their hands if they can answer your questions. Classmates agree (thumbs up) or disagree (thumbs down) with the response.
- Have kids create a cheat sheet of information that would be useful for a quiz on the day's topic.
- Students write notes to peers describing what they learned from them during class discussions.
- Have students fill out a checklist with the objectives for the day.
- Have students complete an exit ticket without putting their name on it. Hand back exit tickets the next day in class and have students correct as a warm up.
- Ask students to write what they learned, and any lingering questions on an "exit ticket". Before they leave class, have them put their exit tickets in a folder or bin labeled either "Got It," "More Practice, Please," or "I Need Some Help!"
- After writing down the learning outcome, ask students to take a card, circle one of the following options, and return the card to you before they leave: "Stop (I'm totally confused.)" Go (I'm ready to move on.)" or "Proceed with caution (I could use some clarification on . . .)"