Unit 6 Law of Sines, Law of Cosines, Vectors

Content Area: **Math**
Course(s): **Accelerated PreCalculus, CP PreCalculus**
Time Period: **Marking Period 2**
Length: **3**
Status: **Published**

Unit Overview

In this unit, students will learn how to apply trigonometry to oblique triangles and vectors.

Enduring Understandings

- Students will use trigonometry to solve non-right triangles and work with vectors.

Essential Questions

How do you use trigonometry to solve and fine the areas of oblique triangles?

How do you represent and perform operations with vector quantities?

How do you write a vector as the sum of two vector components?

How do you represent complex numbers and perform operations in the complex plane?

How do you perform operations on complex numbers using trigonometry?

New Jersey Student Learning Standards (No CCS)

MA.N-VM.A.1	Recognize vector quantities as having both magnitude and direction. Represent vector quantities by directed line segments, and use appropriate symbols for vectors and their magnitudes (e.g., $\boldsymbol{v}$, $\|\boldsymbol{v}\|$, $\|\|\boldsymbol{v}\|\|$, $\boldsymbol{v}$).
MA.N-VM.A.2	Find the components of a vector by subtracting the coordinates of an initial point from the coordinates of a terminal point.
MA.N-VM.A.3	Solve problems involving velocity and other quantities that can be represented by vectors.

MA.N-VM.B.4a	Add vectors end-to-end, component-wise, and by the parallelogram rule. Understand that the magnitude of a sum of two vectors is typically not the sum of the magnitudes.
MA.N-VM.B.4b	Given two vectors in magnitude and direction form, determine the magnitude and direction of their sum.
MA.N-VM.B.4c	Understand vector subtraction $\boldsymbol{v} - w$ as $\boldsymbol{v} + (-w)$, where $-w$ is the additive inverse of w, with the same magnitude as w and pointing in the opposite direction. Represent vector subtraction graphically by connecting the tips in the appropriate order, and perform vector subtraction component-wise.
MA.N-VM.B.5a	Represent scalar multiplication graphically by scaling vectors and possibly reversing their direction; perform scalar multiplication component-wise, e.g., as $c(\boldsymbol{v}_x, \boldsymbol{v}$ subscript $y) = (c\boldsymbol{v}_x, c\boldsymbol{v}$ subscript $y)$.
MA.G-SRT.D.9	Derive the formula $A = (1/2)ab\ sin(C)$ for the area of a triangle by drawing an auxiliary line from a vertex perpendicular to the opposite side.
MA.N-VM.B.5b	Compute the magnitude of a scalar multiple $c\boldsymbol{v}$ using $\|\|c\boldsymbol{v}\|\| = \|c\|\boldsymbol{v}$. Compute the direction of $c\boldsymbol{v}$ knowing that when $\|c\|\boldsymbol{v} \neq 0$, the direction of $c\boldsymbol{v}$ is either along $\boldsymbol{v}$ (for $c > 0$) or against $\boldsymbol{v}$ (for $c < 0$).
MA.G-SRT.D.10	Prove the Laws of Sines and Cosines and use them to solve problems.
MA.G-SRT.D.11	Understand and apply the Law of Sines and the Law of Cosines to find unknown measurements in right and non-right triangles (e.g., surveying problems, resultant forces).

Instructional Strategies & Learning Activities

- Provide access to online book
- Provide access to book pages and problems through Canvas
- Provide access to review keys
- Provide access to webassign as learning and reviewing tool
- Specific problems will be pulled out to to provide opportunities to extend their knowledge.
- Work on problem solving in a group setting

Formative Assessments

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

Summative Assessment

- Unit Test

- Unit Project

Alternate Assessments

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

Resources & Technology

- google docs, spreadsheets, slides
- TI graphing calculator
- document camera
- chromebooks
- Promethean board
- websites: desmos, geometer sketchpad
- Webassign
- Canvas

Closure

- 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 terms so simple that a child in first grade would get it.
- 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.
- Kids 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 . . .)"