

USD 368 Curriculum Guide

*KS Assessment

Curricular Area: Math
Grade/Course: Eighth

Standard 1: Number and Computation – The student uses numerical and computational concepts and procedures in a variety of situations.

Benchmark 1: Number Sense – The student demonstrates number sense for real numbers and simple algebraic expressions in a variety of situations.

Knowledge Base Indicators

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The student...

1. knows, explains, and uses equivalent representations for rational numbers and simple algebraic expressions including integers, fractions, decimals, percents, and ratios; rational number bases with integer exponents; rational numbers written in scientific notation with integer exponents; time; and money (2.4.K1a) \$.
2. compares and orders rational numbers, the irrational number π , and algebraic expressions (2.4.K1a) \$, e.g., which expression is greater $-3n$ or $3n$? It depends on the value of n . If n is positive, $3n$ is greater. If n is negative, $-3n$ is greater. If n is zero, they are equal.
3. explains the relative magnitude between rational numbers, the irrational number π , and algebraic expressions (2.4.K1a).
4. recognizes and describes irrational numbers (2.4.K1a), e.g., $\sqrt{2}$ is a non-repeating, non-terminating decimal; or π (π) is a non-terminating decimal.
5. * knows and explains what happens to the product or quotient when (2.4.K1a):
 - a. a positive number is multiplied or divided by a rational number greater than zero and less than one, e.g., if 24 is divided by $\frac{1}{3}$, will the answer be larger than 24 or smaller than 24? Explain.
 - b. a positive number is multiplied or divided by a rational number greater than one,
 - c. a nonzero real number is multiplied or divided by zero.
6. explains and determines the absolute value of real numbers (2.4.K1a).

Application Indicators

The student...

1. generates and/or solves real-world problems using equivalent representations of rational numbers and simple algebraic expressions (2.4.A1a) \$, e.g., a paper reports a company's gross income as \$1.2 billion and their total expenses were \$30,450,000. What is the company's net profit?
2. determines whether or not solutions to real-world problems using rational numbers, the irrational number π , and simple algebraic expressions are reasonable (2.4.A1a) \$, e.g., the city park is putting a picket fence around their circular rose garden. The garden has a diameter of 7.5 meters. The planner wants to buy 20 meters of fencing. Is this a reasonable length of fence?

Standard 1: Number and Computation – The student uses numerical and computational concepts and procedures in a variety of situations.

Benchmark 2: Number Systems and Their Properties – The student demonstrates an understanding of the real number system; recognizes, applies, and explains their properties; and extends these properties to algebraic expressions.

Knowledge Base Indicators

The student...

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1. explains and illustrates the relationship between the subsets of the real number system [natural (counting) numbers, whole numbers, integers, rational numbers, irrational numbers] using mathematical models (2.4.K1a), e.g., number lines or Venn diagrams.
2. *identifies all the subsets of the real number system [natural (counting) numbers, whole numbers, integers, rational numbers, irrational numbers] to which a given number belongs (2.4.K1). (For the purpose of assessment, irrational numbers will not be included.)
3. names, uses, and describes these properties with the rational number system and demonstrates their meaning including the use of concrete objects (2.4.K1a) :
 - a. commutative, associative, distributive, and substitution properties [commutative: $a + b = b + a$ and $ab = ba$; associative: $a + (b + c) = (a + b) + c$ and $a(bc) = (ab)c$; distributive: $a(b + c) = ab + ac$; substitution: if $a = 2$, then $3a = 3 \times 2 = 6$];
 - b. identity properties for addition and multiplication and inverse properties of addition and multiplication (additive identity: $a + 0 = a$, multiplicative identity: $a \cdot 1 = a$, additive inverse: $+5 + -5 = 0$, multiplicative inverse: $8 \times 1/8 = 1$);
 - c. symmetric property of equality, e.g., $7 + 2 = 9$ has the same meaning as $9 = 7 + 2$;
 - d. addition and multiplication properties of equalities, e.g., if $a = b$, then $a + c = b + c$;
 - e. addition property of inequalities, e.g., if $a > b$, then $a + c > b + c$;
 - f. zero product property, e.g., if $ab = 0$, then $a = 0$ and/or $b = 0$.

Application Indicators

The student...

1. generates and/or solves real-world problems with rational numbers using the concepts of these properties to explain reasoning (2.4.A1a) :
 - a. * commutative, associative, distributive, and substitution properties; e.g., we need to place trim around the outside edges of a bulletin board with dimensions of 3ft by 5 ft. Explain two different methods of solving this problem and why they are equivalent.
 - b. *identity and inverse properties of addition and multiplication; e.g., I had \$50. I went to the mall and spent \$20 in one store, \$25 at a second store and then \$5 at the food court. To solve: [$\$50 - (\$20 + \$25 + \$5) = \$50 - \$50 = 0$]. Explain your reasoning.
 - c. symmetric property of equality; e.g., Sam took a \$15 check to the bank and received a \$10 bill and a \$5 bill. Later Sam took a \$10 bill and a \$5 bill to the bank and received a check for \$15.
 $\$15 = \$10 + \$5$ is the same as $\$10 + \$5 = \$15$
 - d. addition and multiplication properties of equality; e.g., the total price (P) of a car, including tax (T), is \$14, 685. 33. If the tax is \$785.42, what is the sale price of the car (S)?
 $P = S + T$
 $\$14, 685.33 = S + \785.42
 $\$14, 685.33 - \$785.42 = S$
 $\$13, 899.91 = S$
 - e. zero product property, e.g., Jenny was thinking of two numbers. Jenny said that the product of the two numbers was 0. What could you deduct from this statement? Explain your reasoning.

- analyzes and evaluates the advantages and disadvantages of using integers, whole numbers, fractions (including mixed numbers), or decimals in solving a given real-world problem (2.4.A1a) \$, e.g., in the store everything is $33\frac{1}{3}\%$ off. When calculating the discount, which representation of $33\frac{1}{3}\%$ would you use and why?

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Standard 1: Number and Computation – The student uses numerical and computational concepts and procedures in a variety of situations.

Benchmark 3: Estimation – The student uses computational estimation with real numbers in a variety of situations.

Knowledge Base Indicators

The student...

- estimates real number quantities using various computational methods including mental math, paper and pencil, concrete objects, and/or appropriate technology (2.4.K1a) \$.
- uses various estimation strategies and explains how they were used to estimate real number quantities and simple algebraic expressions (2.4.K1a) \$.
- knows and explains why a decimal representation of the irrational number pi is an approximate value (2.4.K1c).
- knows and explains between which two consecutive integers an irrational number lies (2.4.K1a).

Application Indicators

The student...

- adjusts original rational number estimate of a real-world problem based on additional information (a frame of reference) (2.4.A1a) \$, e.g., estimate the height of a building from a picture; in the next picture, a person is standing next to the building, and then adjust your original estimate.
- estimates to check whether or not the result of a real-world problem using rational numbers and/or simple algebraic expressions is reasonable and makes predictions based on the information (2.4.A1a) \$, e.g., you have a \$4,000 debt on a credit card. If you pay the minimum of \$30 per month, is it reasonable to pay off the debt in 10 years?
- determines a reasonable range for the estimation of a quantity given a real-world problem and explains the reasonableness of the range (2.4.A1c) \$, e.g., determine the reasonable range for the weight of a book and explain why this range is reasonable.
- determines if a real-world problem calls for an exact or approximate answer and performs the appropriate computation using various computational methods including mental mathematics, paper and pencil, concrete objects, and/or appropriate technology (2.4.A1a) \$, e.g., do you need an exact or an approximate answer when calculating the area of the walls in a room to determine the number of rolls of wallpaper needed to paper the room. An approximation is appropriate for the area but an exact answer is needed for the number of rolls. What would you do if you were wallpapering 2 rooms?
- explains the impact of estimation on the result of a real-world problem (underestimate, overestimate, range of estimates) (2.4.A1a) \$, e.g., you are estimating the total of three large purchases (\$489, \$553, and \$92). If you rounded each to the nearest \$10, would your estimate be slightly lower or higher than the actual amount spent? If you rounded each to the nearest \$100, would your estimate be slightly lower or higher than the actual amount spent?

Standard 1: Number and Computation – The student uses numerical and computational concepts and procedures in a variety of situations.

Benchmark 4: Computation – The student models, performs, and explains computation with rational numbers, the irrational number pi, and algebraic expressions in a variety of situations.

Knowledge Base Indicators

The student...

1. computes with efficiency and accuracy using various computational methods including mental math, paper and pencil, concrete objects, and appropriate technology (2.4.K1a) \$.
2. performs and explains these computational procedures with rational numbers (2.4.K1a) \$:
 - a. *N addition, subtraction, multiplication, and division of integers \$;
 - b. *N order of operations (evaluates within grouping symbols, evaluates powers to the second or third power, multiplies or divides in order from left to right, then adds or subtracts in order from left to right);
 - c. approximation of roots of numbers using calculators;
 - d. multiplication or division to find:
 - e. a percent of a number, e.g., what is 0.5% of 10?
 - f. percent of increase and decrease, e.g., ex; if two coins are removed from ten coins, what is the percent of decrease?
 - g. K1.4.2dii If two coins are removed from ten coins, what is the percent of decrease?
 - h. percent one number is of another number, e.g., what percent of 80 is 120?
 - i. a number when a percent of the number is given, e.g., 15% of what number is 30?
 - j. addition of polynomials, e.g., $(3x - 5) + (2x + 8) = 5x + 3$.
 - k. simplifies algebraic expressions in one variable by combining like terms or using the distributive property (2.4.K1a), e.g., $-3(x - 4)$ is the same as $-3x + 12$.
3. finds factors and common factors of simple monomial expressions (2.4.K1d), e.g., given the monomials $10m^2n^3$ and $15a^2mn^2$; some common factors would be 5, m, and n^2 .

Application Indicators

The student...

1. * generates and/or solves one- and two-step real-world problems using computational procedures and mathematical concepts (2.4.A1a) with \$:
 - a. *rational numbers, e.g., find the height of a triangular garden given that the area to be covered is 400 square feet with a base of $12\frac{1}{2}$ feet;
 - b. the irrational number pi as an approximation, e.g., find the radius to the nearest tenth of a foot of a sprinkler system given the area in square feet;
 - b. applications of percents, e.g., sales tax or discounts. (For the purpose of assessment, percents greater than or equal to 100% will be used.)

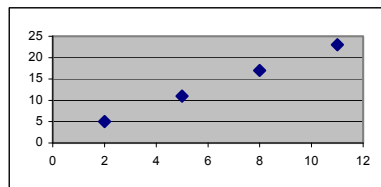
Standard 2: Algebra – The student uses algebraic concepts and procedures in a variety of situations.

Benchmark 1: Patterns – The student recognizes, describes, extends, develops, and explains the general rule of a pattern from a variety of situations.

Knowledge Base Indicators

1. identifies, states, and continues a pattern presented in various formats including numeric (list or table), algebraic (symbolic notation), visual (picture, table, or graph), verbal (oral description), kinesthetic (action), and written using these **attributes**:
 - a. counting numbers including perfect squares, cubes, and factors and multiples with positive rational numbers (number theory) (2.4.K1a).
 - b. rational numbers including arithmetic and geometric sequences (arithmetic: sequence of numbers in which the difference of two consecutive numbers is the same, geometric: a sequence of numbers in which each succeeding term is obtained by multiplying the preceding term by the same number) (2.4.K1a), e.g., $1, \frac{1}{4}, \frac{3}{2}, \dots$;
 - c. geometric figures (2.4.K1h);
 - d. measurements (2.4.K1a);
 - e. things related to daily life \$;
 - f. variables and simple expressions, e.g., $1 - x, 2 - x, 3 - x, 4 - x, \dots$; or x, x^2, x^3, \dots
2. generates and explains a pattern (2.4.K1a).
3. generates a pattern limited to two operations (addition, subtraction, multiplication, division, exponents) when given the rule for the nth term (2.4.K1a), e.g., the nth term is n^2+1 , find the first 4 terms beginning with $n = 1$; the terms are 2, 5, 10, and 17.
4. states the rule to find the nth term of a pattern using explicit symbolic notation (2.4.K1a), e.g., given 2, 5, 8, 11, ...; find the rule for the nth term, the rule is $3n - 1$.
5. describes the pattern when given a table of linear values and plots the ordered pairs on a coordinate plane (2.4.K1f-g), e.g., in the table below, the pattern could be described as the x-coordinates are increasing by three, while the y-coordinates are increasing by 6, or the x is doubled and one is added to find the y.

X	2	5	8	11
Y	5	11	17	23



Application Indicators

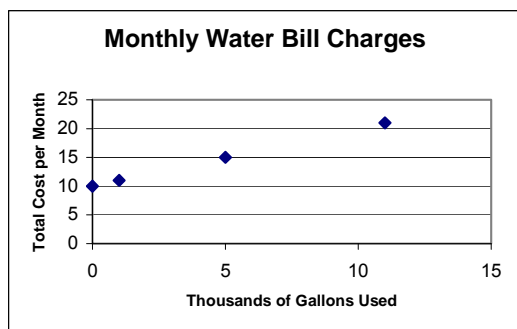
The student...

1. generalizes numerical patterns using algebra and then translates between the equation, graph, and table of values resulting from the generalization (2.4.A1d-e,i) \$, e.g., water is billed at \$.01 per gallon, plus a basic fee of \$10 per month for being connected to the water district.

Gallons	Cost in a given month	Graph these:
1	$\$10 + 1 \cdot .01$	$\rightarrow (1, 10.01)$
2	$\$10 + 2 \cdot .01$	$\rightarrow (2, 10.02)$
.	.	
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n	$10 + n \cdot .01$	$\rightarrow (n, .01n + 10)$

where C = total cost and G = gallons used, $C = .01G + 10$

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2. recognizes the same general pattern presented in different representations [numeric (list or table), visual (picture, table, or graph), and written] (2.4.A1a,j)\$.

Standard 2: Algebra – The student uses algebraic concepts and procedures in a variety of situations.

Benchmark 2: Variable, Equations, and Inequalities – The student uses variables, symbols, real numbers, and algebraic expressions to solve equations and inequalities in a variety of situations.

Knowledge Base Indicators

1. identifies independent and dependent variables within a given situation.
2. simplifies algebraic expressions in one variable by combining like terms or using the distributive property (2.4.K1a), e.g., $-3(x - 4)$ is the same as $-3x + 12$.

3. solves (2.4.K1a,e) \$:
 - a. * one- and two-step linear equations in one variable with rational number coefficients and constants intuitively and/or analytically;
 - b. one-step linear inequalities in one variable with rational number coefficients and constants intuitively, analytically, and graphically e.g., $-2x > 10$;
 - c. systems of given linear equations with whole number coefficients and constants graphically
4. knows and describes the mathematical relationship between ratios, proportions, and percents and how to solve for a missing monomial or binomial term in a proportion (2.4.K1c), e.g., $\frac{2}{5} = \frac{1}{x+2}$.
5. represents and solves algebraically (\$):
 - a. the number when a percent and a number are given,
 - b. what percent one number is of another number,
 - c. percent of increase or decrease, e.g., the price of a loaf of bread is \$2.00. With a coupon, the cost is \$1.00. What is the percent of decrease?
6. evaluates formulas using substitution \$.

Application Indicators

1. represents real-world problems using (2.4.A1d) \$:
 - a. * variables, symbols, expressions, one- or two-step equations with rational number coefficients and constants, e.g., today John is 3.25 inches more than half his sister's height. If J = John's height, and S = his sister's height, then $J = 0.5S + 3.25$.
 - b. one-step inequalities with rational number coefficients and constants, e.g., after Randy paid \$38.50 for a watch, he had less than \$5.50 left. Represent this situation with an inequality. $x + 5.50 < 38.50$ or $x - 38.50 < 5.50$
 - c. systems of linear equations with whole number coefficients and constants, e.g., two students collected the same amount of money for a walk-a-thon. One student received \$5 per mile and a donation of \$10, while the other student received \$2 per mile and a donation of \$20. How many miles did they walk?
2. solves real-world problems with two-step linear equations in one variable with rational number coefficients and constants and rational solutions intuitively, analytically, and graphically (2.4.A1e) e.g., Mike and Albert are friends, but Joe and Albert are not friends. Which of the following diagrams can be used to describe this situation? (Three dots labeled J, M, A: there is a line between J and M and line between M and A, but no line between J and A.)
3. generates real-world problems that represent (2.4.A1d) \$:
 - a. one- or two-step linear equations, \$, e.g., given the equation $2x + 10 = 30$, the problem could be I bought two shirts and a pair of \$10 pants. How much was a shirt, if the total bill was \$30?
 - b. one-step linear inequalities, e.g., write a real-world situation that represents the inequality $x + 10 > 30$.
The problem could be: If you give me \$10, I will have more than \$30.
4. explains the mathematical reasoning that was used to solve a real-world problem using one- or two-step linear equations and inequalities and discusses the advantages and disadvantages to various strategies that may have been used to solve the problem, (2.4.A1d) (\$), e.g., given the inequality $x + 10 > 30$, subtract the same number from both sides of the inequality or graph as $y_1 = x + 10$ and $y = 30$ and find on the graph where y_1 is less than y_2 . The first method gives an exact answer; the second method is a visual representation and can be used to solve more difficult inequalities.

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Standard 2: Algebra – The student uses algebraic concepts and procedures in a variety of situations.

Benchmark 4: Models – The student generates and uses mathematical models to represent and justify mathematical relationships found in a variety of situations.

Knowledge Base Indicators

1. knows, explains, and uses mathematical models to represent and explain mathematical concepts, procedures, and relationships.
Mathematical models include:
 - a. process models (concrete objects, pictures, diagrams, number lines, hundred charts, measurement tools, multiplication arrays, division sets, or coordinate grids) to model computational procedures, algebraic relationships, and mathematical relationships and to solve equations (1.1.K1-6, 1.2.K1, 1.2.K3, 1.3.K1-2, 1.3.K4, 1.4.K1-2, 2.1.K1a-b, 2.1.K1d-e, 2.1.K2-4, 2.2.K2-3, 3.1.K9, 3.2.K1-4, 3.3.K1-4, 3.4.K4, 4.2.K4-5) \$;
 - b. place value models (place value mats, hundred charts, base ten blocks, or unifix cubes) to compare, order, and represent numerical quantities and to model computational procedures \$;
 - c. fraction and mixed number models (fraction strips or pattern blocks and decimal and money models (base ten blocks or coins to compare, order, and represent numerical quantities (1.3.K3, 2.3.K6) \$;
 - d. factor trees to model least common multiple, greatest common factor, and prime factorization (1.4.K3);
 - e. equations and inequalities to model numerical relationships (2.2.K3, (3.4.K2) \$;
 - f. function tables to model numerical and algebraic relationships (2.1.K5, 3.4.K2) \$;
 - g. coordinate planes to model relationships between ordered pairs and linear equations and inequalities (2.1.K5, 2.3.K1-5, 3.4.K2-3) \$;
 - h. two- and three-dimensional geometric models (geoboards, dot paper, nets, or solids) and real-world objects to model perimeter, area, volume, surface area, and properties of two- and three-dimensional figures (2.1.K1c, 3.1.K1-6, 3.1.K8, 3.1.K10, 3.2.K5, 3.3.K4-5);
 - i. scale drawings to model large and small real-world objects (3.3.K3-4);
 - j. geometric models (spinners, targets, or number cubes), process models (coins, pictures, or diagrams), and tree diagrams to model probability (4.1.K1-5) \$;
 - k. frequency tables, bar graphs, line graphs, circle graphs, Venn diagrams, charts, tables, single and double stem-and-leaf plots, scatter plots, box-and-whisker plots, and histograms to organize and display data (4.2.K1, 4.2.K6) \$;
 - l. Venn diagrams to sort data and to show relationships (1.2.K2).

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Application Indicators

1. recognizes that various mathematical models can be used to represent the same problem situation.
Mathematical models include:
 - a. process models (concrete objects, pictures, diagrams, flowcharts, number lines, hundred charts, measurement tools, multiplication arrays, division sets, or coordinate grids) to model computational procedures, algebraic relationships, mathematical relationships, and problem situations and to solve equations (1.1.A1-2, 1.2.A1-2, 1.3.A1-5, 1.4.A1, 2.1.A1, 3.1.A1, 3.2.A1-2, 3.3.A1, 3.4.A1-2) \$;
 - b. place value models (place value mats, hundred charts, base ten blocks, or unifix cubes) to model problem situations \$;
 - c. fraction and mixed number models (fraction strips or pattern blocks) and decimal and money models (base ten blocks or coins) to compare, order, and represent numerical quantities (3.2.A3) \$;
 - d. equations and inequalities to model numerical relationships (2.1.A2, 2.2.A1-2, 2.3.A1, 3.4.A2) \$;
 - e. function tables to model numerical and algebraic relationships (2.1.A2, 2.3.A2, 3.4.A2) \$;

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Knowledge Base Indicators

The student...

1. uses the coordinate plane to (2.4.K1a):
 - a. * list several ordered pairs on the graph of a line and finds the slope of the line;
 - b. * recognize that ordered pairs that lie on the graph of an equation are solutions to that equation;
 - c. * recognize that points that do not lie on the graph of an equation are not solutions to that equation;
 - d. * determine the length of a side of a figure drawn on a coordinate plane with vertices having the same x- or y-coordinates;
 - e. solve simple systems of linear equations.
2. uses a given linear equation with integer coefficients and constants and an integer solution to find the ordered pairs, organizes the ordered pairs using a T-table, and plots the ordered pairs on a coordinate plane (2.4.K1e-g).
3. examines characteristics of two-dimensional figures on a coordinate plane using various methods including mental math, paper and pencil, concrete objects, and graphing utilities or other appropriate technology (2.4.A1g).

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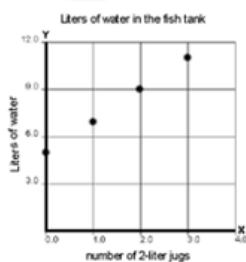
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Application Indicators

The student...

1. represents, generates, and/or solves distance problems (including the use of the Pythagorean theorem, but not necessarily the distance formula) (2.4.A1a), e.g., a student lives five miles west and three miles north of school and another student lives 4 miles south and 7 miles east of school. What is the shortest distance between the students' homes (as the crow flies)?
2. translates between the written, numeric, algebraic, and geometric representations of a real-world problem (2.4.A1a,d-g), e.g., given a situation: make a T-table, define the algebraic relationship, and graph the ordered pairs. The T-table can be represented as – as an algebraic relationship – $2x = 5$,

X	0	1	2	3
Y	5	7	9	11



and as a graph (graphical)

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