

CONTENTS

Introduction *1*

Rationale *3*

Goals *3*

Mathematical Themes *4*

Pedagogical Considerations *8*

Assessment *11*

Course Structure and Description *12*

Consumer Mathematics Curricula *14*

Cautionary Notes *15*

Half Course I: Senior 2 Consumer Mathematics

Unit A: Problem Analysis *I-A-1*

Appendix I *I-A-7*

Appendix II *I-A-25*

Unit B: Analysis of Games and Numbers *I-B-1*

Appendix I *I-B-15*

Appendix II *I-B-33*

Unit C: Wages and Salaries *I-C-1*

Appendix: Payday Project *I-C-43*

Blackline Master *I-C-67*

Unit D: Spreadsheets *I-D-1*

Appendix I: Projects *I-D-23*

Appendix II: Additional Template Samples *I-D-33*

Blackline Master *I-D-41*

Unit E: Trigonometry *I-E-1*

Unit F: Spatial Geometry *I-F-1*

Appendix *I-F-25*

Half Course II: Senior 2 Consumer Mathematics

Unit A: Problem Analysis *II-A-1*

Appendix I *II-A-7*

Appendix II *II-A-31*

Unit B: Analysis of Games and Numbers *II-B-1*

Appendix I *II-B-13*

Appendix II *II-B-31*

Unit C: Consumer Decisions *II-C-1*

Appendix *II-C-19*

Unit D: Geometry Project *II-D-1*

Appendix *II-D-25*

Unit E: Personal Banking *II-E-1*

Appendix I: Banking Forms *II-E-13*

Appendix II: Blackline Masters: Banking Forms *II-E-23*

Unit F: Probability and Sampling *II-F-1*

Resources *G-1*