

MULTIMEDIA MATERIALS FOR MATH 105

The Dolciani Math Center (7th Floor Hunter East) has multi-media materials for the following topics in MATH 105. Bring your ID card to the Learning Center and ask for the lesson by the call number below. If there is more than one number listed, there are several alternatives for the lesson. You may pick and choose which works best for you.

	TEXT	SITUATIONAL	TUTORIAL	PLATO
TOPIC	DVDs	CDs/DVDs	CDs/DVDs	AVAILABLE UNDER:
Algebraic Thinking	D1			Linear and Literal Equations and Formulas
Functions	D1		B4 Less 1, G-1	Functions: Notation, Domain, Range, Properties, etc.
How Probabilities Are Determined	D4	H9, J26, SB15	L1, L4,	Probability: Introductory
Multistage Experiments with Tree Diagrams and Geometric Probabilities	D4	SB15, SB16	G9, L3, L4	Probability: Introductory & Probability: Conditional Probability
Statistical Graphs	D5	H6, H8, H11, SB2, SB3	M1	Statistics: Box Plots, Dot Plots, Histograms, Scatterplots
Measures of Central Tendency and Variation	D5	H1, H8, SB2, SB3, SB4	I1, I2	Statistics: Introductory- Measures of Center and Spread
Boxplots	D5	H8, SB3	I1, M1	Statistics: Inference, Data Analysis and Normal Distribution
Basic Notions	D5		Z1	Geometric Concepts: Introductory- Line, Line Segment, etc.
Polygons and Angles	D5		Z2, Z3	Coordinate Geometry
Congruence Through Constructions	D6		Z3	Congruence, Proofs and Constructions
Linear Measurement	D6			
Similar Triangles and Similar Figures	D6		Z4	Similarity, Proofs and Constructions
Lines in a Cartesian Coordinate System	D6		Z7, Z8	Coordinate Geometry
Areas of Polygons and Circles	D6		Z6, Z7	Volume: Rectangular Prisms, Cones, Pyramids, Cylinders, and Spheres
The Pythagorean Theorem and The Distance Formula	D6		A4, Z5	Pythagorean Theorem
Surface Areas	D6		Z7	Surface Area and Nets
Volume, Mass, and Temperature	D6		Z7	Volume: Rectangular Prisms, Cones, Pyramids, Cylinders, and Spheres
Translations and Rotations	D6		Z3	Transformational Geometry
Reflections and Glide Reflections	D6		Z3	Transformational Geometry
Symmetries	D6		Z3	Symmetry