## REPORT CARD

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Grading Scale: 4= Exceeds Standard - 3 = Meets Standard - $2=$ Approaches Standard $-1=$ Below Standard

|  |  | Q1 | Q2 | Q3 | Q4 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  |  |  |  |  |
| PS.MAT | Math | $3+$ | 4 | 4 |  |
| PS.MAT.H. 10 | Graph polynomial functions | $3+$ | 4 |  | 4 |
| PS.MAT.H. 11 | (+) Graph rational functions | 3+ | 4 | $3+$ | 4 |
| PS.MAT.H. 12 | Graph exponential and logarithmic functions | $3+$ | 4 | $3+$ | 4 |
| PS.MAT.H. 15 | (+) Represent a system of linear equations as a single matrix equation |  | 4 | 4 | 4 |
| PS.MAT.H. 16 | (+) Find inverse of a matrix and use it to solve systems of linear equations | 4 | $3+$ | 4 | 4 |
| PS.MAT.H. 18 | (+) Use special triangles to determine the values of sine, cosine, and tangent | 4 | $3+$ | 4 | $3+$ |
| PS.MAT.H. 19 | (+) Use the unit circle to explain symmetry | 4 | $3+$ | 4 | $3+$ |
| PS.MAT.H. 2 | $(+)$ Find the conjugate of a complex number | 4 | $3+$ | 4 | $3+$ |
| PS.MAT.H. 20 | (+) Restricting a trig function to a domain: its inverse can be constructed | 4 | $3+$ |  | $3+$ |
| PS.MAT.H. 21 | (+) Use inverse functions to solve and evaluate trigonometric equations | $3+$ | $3+$ |  | $3+$ |
| PS.MAT.H. 23 | (+) Recognize vector quantities as having both magnitude and direction | 4 | $3+$ |  | $3+$ |
| PS.MAT.H. 24 | $(+)$ Find the components of a vector by subtracting the coordinates | 4 | 4 | 4 | $3+$ |
| PS.MAT.H. 25 | (+) Solve problems involving velocity that can be represented by vectors | $3+$ | 4 | 4 | $3+$ |
| PS.MAT.H. 26 | (+) Add and subtract vectors | $3+$ | 4 | 4 | $3+$ |
| PS.MAT.H. 27 | Add vectors end-to-end, component-wise, and by the parallelogram rule | 4 | 4 | 4 | 4 |
| PS.MAT.H. 28 | Given two vectors, determine the magnitude and direction of their sum | $3+$ | $3+$ | 4 | 4 |
| PS.MAT.H. 29 | Understand vector subtraction | $3+$ | $3+$ | $3+$ | 4 |
| PS.MAT.H. 3 | $(+)$ Represent complex numbers on complex plane in rectangular and polar form | 4 | $3+$ | $3+$ | 4 |
| PS.MAT.H. 30 | (+) Multiply a vector by a scalar | 4 | 4 | $3+$ | 4 |
| PS.MAT.H. 31 | Represent and perform scalar multiplication graphically by scaling vectors | 4 | 4 |  | 4 |
| PS.MAT.H. 32 | Compute the magnitude of a scalar multiple | 4 | 4 | 4 |  |

