

Cpm Course 2 Core Connections Teacher Guide

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2 © 2013 CPM Educational Program. All rights reserved. Core Connections, Course 2 Checkpoint 1 Problem 1-141 Area and Perimeter of Polygons Answers to problem 1-141: a. 96 cm2, 40 cm; b. 22 in.2, 25.05 in.; c. 144 cm2, 52 cm; d. 696.67 m2, 114.67 m Area is the number of square units in a flat region. The formulas to calculate the area of several

Core Connections, Course 2 Checkpoint Materials

2 Core Connections, Course 2 Example 1 If you roll a fair, 6-sided number cube, what is P(3), that is, the probability that you will roll a 3? Because the six sides are equally likely to come up, and there is only one 3, P(3)=1 6

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Includes: Print Student Edition

In this fascinating book, New Yorker business columnist James Surowiecki explores a deceptively simple idea: Large groups of people are smarter than an elite few, no matter how brilliant—better at solving problems, fostering innovation, coming to wise decisions, even predicting the future. With boundless erudition and in delightfully clear prose, Surowiecki ranges across fields as diverse as popular culture, psychology, ant biology, behavioral economics, artificial intelligence, military history, and politics to show how this simple idea offers important lessons for how we live our lives, select our leaders, run our companies, and think about our world.

An understanding of psychology—specifically the psychology behind how users behave and interact with digital interfaces—is perhaps the single most valuable nondesign skill a designer can have. The most elegant design can fail if it forces users to conform to the design rather than working within the "blueprint" of how humans perceive and process the world around them. This practical guide explains how you can apply key principles in psychology to build products and experiences that are more intuitive and human-centered. Author Jon Yablonski deconstructs familiar apps and experiences to provide clear examples of how UX designers can build experiences that adapt to how users perceive and process digital interfaces. You'll learn: How aesthetically pleasing design creates positive responses The principles from psychology most useful for designers How these psychology principles relate to UX heuristics Predictive models including Fitts's law, Jakob's law, and Hick's law Ethical implications of using psychology in design A framework for applying these principles

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