



If you are registered for <u>Introduction to Algebra</u> in the 2023-2024 school year, please complete your work from <u>Grade 7 Math topics in IXL</u> to a <u>Smart Score of at least 90</u>. Your deadline is no later than August 31, 2023.

To prepare yourself for a successful year ahead in math, <u>please do not use a calculator</u>, unless you have a learning plan on file with our SJB program which allows the use of one. Having basic addition, subtraction, multiplication, and division facts committed to memory will enable a smoother transition into your next math course.

Grade 7 Math topics in IXL

1.	A.6 Least common multiple	11.	H.8 Compare rational numbers
2.	C.8 Integer subtraction rules	12.	H.9 Put rational numbers in order
3.	C.16 Integer multiplication rules	13.	H.10 Add and subtract positive and negative decimals
4.	C.18 Integer division rules	14.	H.11 Add and subtract positive and negative fractions
5.	E.3 Multiply decimals	15.	H.16 Multiply and divide positive and negative decimals
6.	E.5 Divide decimals	16.	H.17 Multiply and divide positive and negative fractions
7.	F.8 Convert between mixed numbers and improper fractions	17.	J.2 Identify equivalent ratios
8.	G.3 Add and subtract mixed numbers	18.	J.5 Unit Rates
9.	G.5 Inequalities with addition and subtraction of fractions and mixed numbers	19.	J.10 Do the ratios form a proportion?
10.	H.2 Convert decimals to fractions or mixed numbers	20.	J.11 Solve proportions

Sometimes, IXL will release updates during the summer months that will change the topic letter and number. Please refer to the topic names. For example, complete "Add and subtract whole numbers" regardless the listed letter and number. If an update does occur, you can use the IXL's skill updates page to see any changes made to existing skill codes. You will need to click on the appropriate subject (math) and grade from which you are working.

To log on to Maryvale's IXL, please go to https://www.IXL.com/signin/maryvale.

Email Mrs. Weber (weberd@maryvale.com) if you need support logging on or with the program.