Math 1001 • Quantitative Reasoning (3 credit hours)

Mathematics Department College of Science and Mathematics Valdosta State University

Pre-requisites: No Pre-requisites. Quantitative Reasoning is an entry level course.

Required Text: 'Viewing Life Mathematically' (2nd Edition): Hawkes Learning. (*Available through Day One in BlazeVIEW.*)

Required Resources: Scientific calculator

Course Description: This course emphasizes quantitative reasoning skills needed for informed citizens to understand the world around them. Topics include logic, proportional reasoning, basic probability, data analysis, and modeling from data with the appropriate use of technology.

Student Learning Outcomes:

Upon completion of this course, students will be able to:

- 1. Recognize the impact of quantitative reasoning and mathematics on society and their academic disciplines.
- 2. Make informed decisions after engaging in mathematic reasoning.
- 3. Interpret numbers by grounding their meaning in reality.
- 4. Solve multi-step problems using different modes of reasoning.
- 5. Model quantitative information by interchangeably using symbolic, visual, numerical, or verbal representations.
- 6. Construct logical arguments based on the rules of inference and develop strategies for solving quantitative problems.
- 7. Engage in proportional reasoning to solve real-world problems.
- 8. Understand the basic concepts of probability.
- 9. Appropriately use the concepts of central tendency, variation, and distribution, and engage in statistical reasoning in order to make sense of data.
- 10. Utilize technology in order to model, analyze, and interpret data.
- 11. Discern and appreciate the usefulness of mathematics in domains such as the arts, finance, social decisions, and management science.

Day 1 Program:

Valdosta State University is participating in a textbook program called Day 1. We are part of a pilot program testing a new learning platform, so everyone enrolled in our course will automatically have access to the digital course materials for free.

Course Outline (based on class meeting three times a week):

Chapter/Section	Topics	Suggested Days
1.1, 1.2, 1.3	Thinking Mathematically	
	Estimating and Evaluating	3-4
	Problem Solving	
2.1, 2.2, 2.3, 2.4	Set Notation	
	Subsets and Venn Diagrams	4-4
	Operations with Sets	
	Applications and Survey Analysis	
4.1, 4.2, 4.3, 4.4, 4.5	Proportions, Percentages, and Ratios	
	Using Percentages	
	Rates, Unit Rates, and Rates of Change	5-6
	Using Rates for Dimensional Analysis	
	Proportionality	
	Linear Equations and Functions	
5.1, 5.2, 5.3	Linear Modeling	3-4
	Solving Linear Systems of Equations in Two Variables	
6.1, 6.2, 6.3, 6.4, 6.5	Understanding Interest	
	Saving and Investing	
	Borrowing Money	5-6
	Federal Revenue	
	Budgeting	
7.4, 7.5	The Metric System	
	Converting Between the US and Metric Systems	2-3
9.1, 9.2	Two-Dimensional Geometry	
	Three-Dimensional Geometry	2-3
10.1, 10.2, 10.3, 10.4	Introduction to Probability	
	Counting Outcomes	
	Probability of Single Events	4-5
	Addition and Multiplication Rules of Probability	
11.1, 11.2, 11.3	Statistical Studies	
	Displaying Data	3-4
	Describing and Analyzing Data	

Optional Sections (to be chosen from at instructor's discretion):			
3.1	Logic Statements and Their Negations		
3.2	Truth Tables		
3.3	Logical Equivalence and De Morgan's Laws		
3.4	Valid Arguments and Fallacies		
5.4	Linear Inequalities in Two Variables		
5.5	Linear Programming		
5.6	Modeling with Quadratics		
5.7	Exponential and Logarithmic Functions		
7.1	Numerical Systems Based on Position		
7.2	Early Numeral Systems		
7.3	Working with Base Number Systems		
8.1	Prime Numbers		
8.2	Modular Arithmetic		
9.3	Angles and Trigonometry		
10.5	Binomial Probability	6-14 days	
10.6	Expected Value		
11.4,	The Normal Distribution		
11.5	Confidence Intervals		
12.1	The Science of Data		
12.2	Data Wrangling		
12.3	Data Exploration		
12.4	Data Storytelling		
13.1	How to Determine a Winner		
13.2	Flaws in Voting Methods		
13.3	Apportionment		
13.4	Weighted Voting Systems		
14.1	Introduction to Graph Theory		
14.2	Trees		
14.3	Matchings		
14.4	Planar Graphs		