

Homework Guidelines



To fully understand and retain the concepts and skills you learn in math, nothing is more important than individual study and practice. For this reason, you will have homework assigned almost every night. Occasionally you will be given some time in class to begin the work, but you will rarely be able to finish it in the time allotted.

This means that you must work all the problems and they must be reasonably correct. This does not mean you will automatically get full credit if you turn something in. You should try every problem to the best of your ability, and I need to see written evidence that you have tried every problem assigned. Accuracy and correctness is important. Do not skip problems, you will lose points. Homework quizzes may be given at any time to verify understanding of homework.

Most of the time, I will assign odd problems because the answers can be found at the end of the book. I encourage you to use those answers to check yourself as you work, or even to help you work backwards. However, you must copy the original problem and show work to get full credit.

Here is an example of what your homework should look like:

○		Name Math-Period 4 December 5, 2012
	Section 5.2 pg. 210 3 – 42 X3, 43, 45	
	3. a) $4x^2 + 14x - 8 = 0$ $2(2x^2 + 7x - 4) = 0$ $2[2x^2 + 8x - 1x - 4] = 0$ $2[2x(x + 4) - 1(x + 4)] = 0$ $2(2x - 1)(x + 4) = 0$ $2x - 1 = 0$ or $x + 4 = 0$ $2x = 1$ $x = 1/2$ $x = -4$	b)

Remember to:

- USE PENCIL ONLY!! Anything you turn in to me must be done in pencil.
- Put your name, class, period and date in the upper right hand corner.
- Title the homework with the section number and assignment.
- Complete the problems in order, and label each problem clearly.
- Copy the original problem, show all your work, and make sure you have answered all parts of the problem.
- Put a circle or a box around your final answer.
- Consider using graph paper for assignments that have graphing involved.
- Label your axes when graphing, and label at least three points on the graph.