

# CPM Student eBook Introduction

This tutorial describes the overall structure and components of a CPM eBook Student Version. All eBook courses have the same general structure. Choose one of the formats for an overall video tour or select a topic for step by step instruction.

## Video Tour

- Video (Vimeo): [Student eBook Introduction](#)
- Video (YouTube): [Student eBook Introduction](#)

## Topic Instruction

### 1. Accessing your eBook

#### 1.1. When logging in the first time, agree to the terms.

- Scroll down.
- Find the green button, and click on "I Agree".
- Book covers will appear.
- Click on any book cover to enter the eBook.



## eBook End User Terms of Use

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Please agree to the End User Terms of Use to access the ebooks.

These eBook End User Terms of Use ("Terms of Use") govern your use of the following Content Items which are all publications of CPM Educational Program, a California non-profit mutual benefit corporation ("Licensor" or "CPM"):

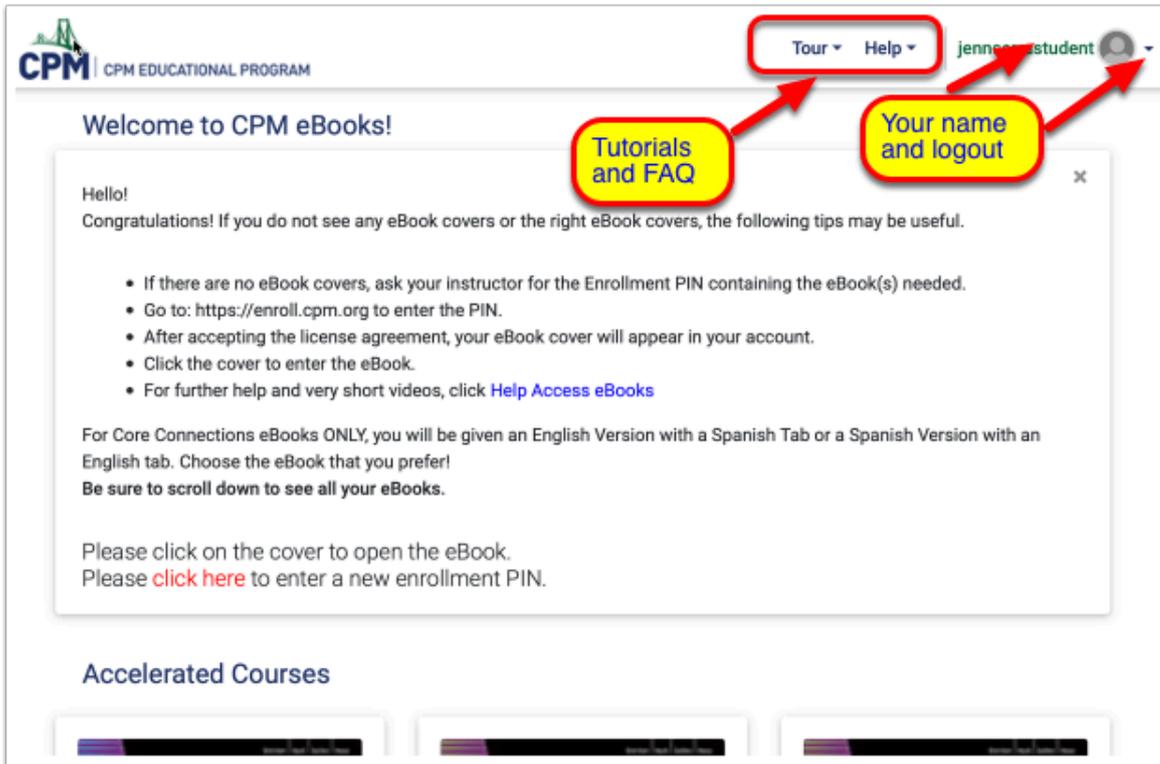
- Core Connections, Course 1
- Core Connections, Course 2
- Core Connections, Course 3
- Inspirations & Ideas
- Core Connections Algebra
- Core Connections Geometry
- Core Connections Algebra 2
- Core Connections Integrated I
- Core Connections Integrated II
- Core Connections Integrated III
- Precalculus Third Edition
- Calculus Third Edition
- Statistics
- Computer Science Java
- Pre-Calculus with Trigonometry



I AGREE

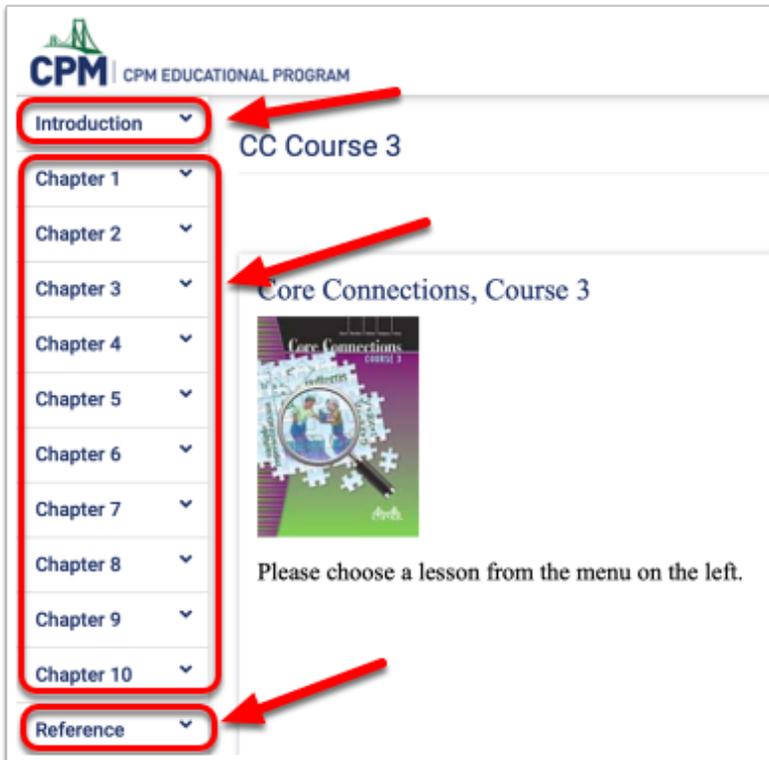
## 1.2. On the top bar, locate the Tour and Help menus. Tutorials and trouble shooting ideas are located here.

- ! Note: Access the eBooks using Chrome, Safari, or Firefox. Internet Explorer may or may not work depending on your version.



## 2. Internal structure of a CPM eBook

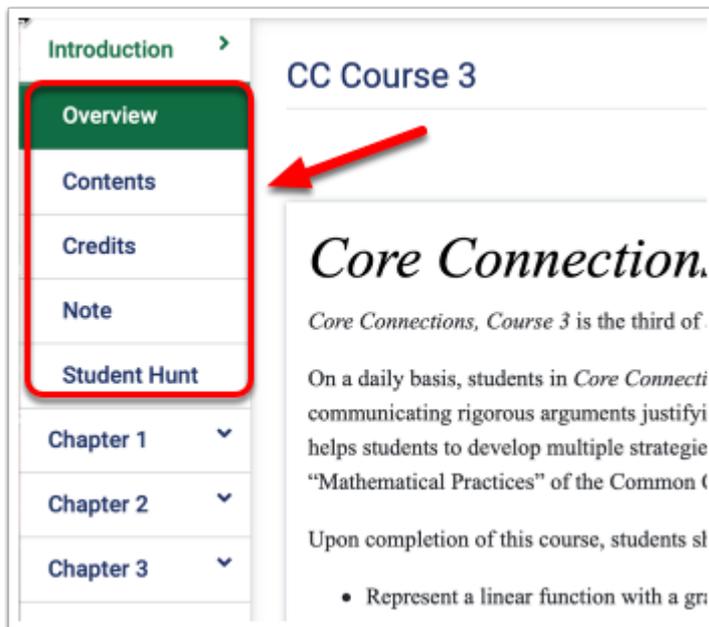
Each student eBook has three parts: **Introduction, Chapters, & Reference.**



## 2.1. Introduction

💡 There are 5 sections in the Introduction. Click on any of the tabs to view.

- **Overview:** An outline of the course
- **Contents:** This is a Table of Contents viewed as a list or separately by chapter with the tabs at the top. The links navigate directly into the eBook.
- **Credits:** List of authors and contributors
- **Note:** This is a note to the student to encourage the student to actively engage in his/her own math learning and exploration.
- **Student Hunt:** This a a virtual scavenger hunt to explore the contents of the eBook.



## 2.2. Chapters

- Click a chapter tab to view the lessons within the chapter.
- Click the lesson tab to view the problems within the lesson. Encourage your teacher to assign homework by the problem numbers and not page numbers. The eBooks do not have page numbers.
- View the lesson in English or in Spanish.
- Click blue links for eTools, resource pages, or vocabulary pop-ups!

Introduction

Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5

Chapter 6

6 Opening

6.1.1

6.1.2

6.1.3

6.1.4

6.2.1

CC Course 3

Lesson (ENG) Lección (ESP)

Search

### 6.1.1 How can I move a shape on a grid?

#### Rigid Transformations

How can you describe the movement of a figure on a flat surface when it is not moving in a straight line? For example, when you need to move a lock puzzle piece into the keyhole, how do you describe the way its position changes?

Today you will explore mathematical ways of sliding, turning, and flipping an object without changing its size or shape. These types of movements are called **rigid transformations**. You will solve various puzzles as you explore the transformations.

6-1. KEY-IN-THE-LOCK PUZZLES

Are you ready for a puzzle challenge? You will use the [Key-Lock Puzzle](#) (CPM) (available in your eBook or at [cpm.org](#)). Your job will be to move the key to the keyhole to unlock the door, using the transformation buttons shown at right.

You will need to tell the computer about how you want the key to move. For example, how far to the left or right and how far up or down do you want the key to slide? In which direction do you want your key to flip?

💡 TIP: Hover over any of the lesson tabs to find problem numbers. This is not available for mobile devices.

2.1.5

2.1.6

2.1.7

2-22.

Lesson 2.1.6 Problems 56-62

## 2.3. Reference

The reference section typically has the Index and glossary, Checkpoints, and Student Support. In addition, various eBooks may contain additional topics.

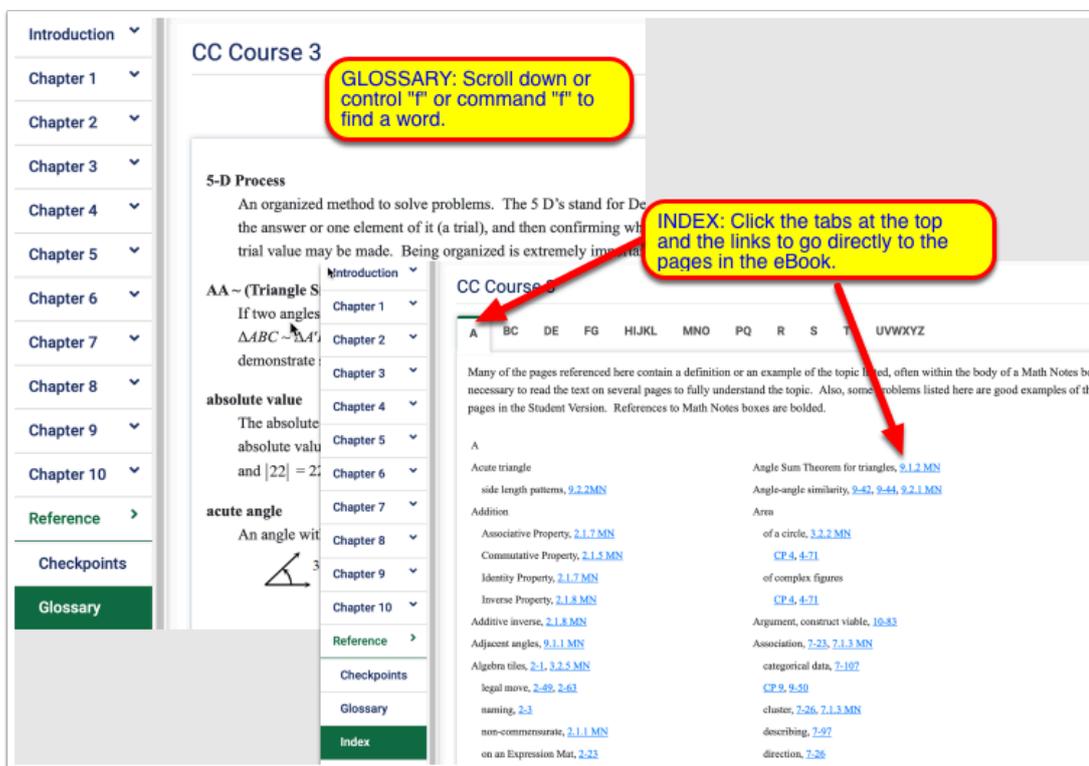
### CHECKPOINTS

- The checkpoint materials allow students to monitor their progress and offer review materials with a set of practice problems.
- Click the tabs above to navigate to all of the checkpoints.



## GLOSSARY & INDEX

- Students may search of the glossary for definitions of key words within the textbook or search the index to find where key concepts are introduced and used within the textbook.
- Vocabulary items within the textbook that are colored blue are pop-ups from the glossary section.



## STUDENT SUPPORT

Student support has tabs across the top for a variety of support. Students will be able to access specific eTools, math notes, resource pages, and more. Below is an example from *Core Connections, Course 3*.

CC Course 3

eTools Homework Help Learning Logs Math Notes Parent Guide Resource Pages Toolkits Weekly Tips

*Core Connections, Course 3*  
Resource Pages

Chapter 1: Resource Pages	Chapter 2: Resource Pages	Chapter 3: Resource Pages
<a href="#">Lesson 1.1.1A: 1-1</a>	<a href="#">Lesson 2.1.3: Expression Mat</a>	<a href="#">Lesson 3.1.1A: 3-2</a>
<a href="#">Lesson 1.1.1B: 1-2</a>	<a href="#">Lesson 2.1.5A: 2-23</a>	<a href="#">Lesson 3.1.1B: 3-2, 3</a>
<a href="#">Lesson 1.1.2: Team Roles</a>	<a href="#">Lesson 2.1.5B: 2-21</a>	<a href="#">Lesson 3.1.2A: 3-9, 43, 51</a>
<a href="#">Lesson 1.1.3:</a>	<a href="#">Lesson 2.1.8: Equation Mat</a>	<a href="#">Lesson 3.1.2B: 3-11, 12</a>
<a href="#">Lesson 1.1.4:</a>	<a href="#">Chapter 2 Closure: Simplifying/Solving GO</a>	<a href="#">Lesson 3.1.3: 3-18</a>
<a href="#">Chapter 1 Closure: GO</a>	<a href="#">Chapter 2: Algebra Tiles</a>	<a href="#">Lesson 3.1.6:</a>
<a href="#">Chapter 1 Closure: Cards</a>	<a href="#">Chapter 2 Closure: Cards</a>	<a href="#">Lesson 3.1.7: Goofy Graphing</a>
		<a href="#">Lesson 3.2.2: Guess My Number!</a>
		<a href="#">Chapter 3: Multiple Representations GO</a>
		<a href="#">Chapter 3 Closure: Cards</a>
Chapter 4: Resource Pages	Chapter 5: Resource Pages	Chapter 6: Resource Pages
<a href="#">Lesson 4.1.1A: Tile Pattern Team Challenge</a>	<a href="#">Lesson 5.2.1: Race Scatter Plot</a>	<a href="#">Lesson 6.1.1: Transformations Sheet</a>

### 3. Homework and Homework Help

- Homework is always below the Review & Preview section.
- Each homework problem has a link to Homework Help.
- Occasionally, there are eTools to accompany a homework problem often for exploration.

CC Course 3

Lesson (ENG) Lección (ESP)

Icon showing the start of the homework section.

Review & Preview

Link to the homework help for this particular problem.

3-65. ONE OF THESE POINTS IS NOT LIKE THE OTHERS, Part Two

a. Plot and connect the points listed in the table below. [3-65 HW eTool](#) (Desmos). [Homework Help](#)

IN ( $x$ )	-2	4	1	-4	0	3	-3	2	-1
OUT ( $y$ )	0	12	-3	12	-4	5	-2	0	3

b. Identify the point that does not fit the pattern.

c. What shape does the graph appear to make?

d. Correct the point identified in part (b) so it fits the pattern. Write the points in

Link to the eTool for this particular problem.

 Homework Help may provide:

- Hints
- Steps
- Answers
- Interactive eTools

However, it is rare that complete answers or steps are given for the problems. Homework help is intended to help the student attack each problem, but not necessarily complete the problems for them.

#### 4. Student Resources and Study aids

- Study with Math Notes and Learning logs. (These are often found at the end of most lessons before the homework section.)
- Check your understanding through Checkpoints. (These are often located in the last lesson in each chapter. A complete list of Checkpoints is located in the Reference section of the eBook.)
- Search for topics through the Index. (Topics in the Index link directly to specific pages within the eBook. The Index is located in the Reference section.)
- Use the Glossary or vocabulary pop-ups. (The Glossary is available through the popups directly within each lesson or can be found within the Reference section.)
- Explore with eTools (eTools are located within many of the lessons within the eBook. A complete list is in the Reference section.)
- Use Resource pages and Tool-kits. (Many of these are listed throughout the lessons. A complete list is in the Reference section.)
- Complete problems through the Parent Guide. (Parent Guides may be purchased or downloaded without cost from the Reference section.)

**METHODS AND MEANINGS**  
**MATH NOTES**  
Parabolas  
One kind of graph you will study in this class is called a **parabola**. Two examples of parabolas are graphed at right. Note that parabolas are smooth "U" shapes, not pointy "V" shapes.

**CC Course 3**  
3-117. This problem is a checkpoint for unit rates and referred to as Checkpoint 3. [Homework Help](#) (a) through (c), use the given information to find the unit rate. In parts (d) through (f), write and solve a proportion based on the given information.

**CC3 Toolkits**  
Toolkits for each chapter are available below. You may access the files any time to download and print copies.  
FULL Version: [CC3 Toolkit](#)

**Core Connections, Course 3 Resource Pages**

Chapter 1: Resource Pages	Chapter 2: Resource Pages	Chapter 3: Resource Pages
<a href="#">Lesson 1.1.1A: 1-1</a>	<a href="#">Lesson 2.1.3: Expression Mat</a>	<a href="#">Lesson 3.1.1A: 3</a>
<a href="#">Lesson 1.1.1B: 1-2</a>	<a href="#">Lesson 2.1.5A: 2-23</a>	<a href="#">Lesson 3.1.1B: 3</a>
<a href="#">Lesson 1.1.2: Team Roles</a>	<a href="#">Lesson 2.1.5B: 2-21</a>	<a href="#">Lesson 3.1.2A: 3</a>
<a href="#">Lesson 1.1.3:</a>	<a href="#">Lesson 2.1.8: Equation Mat</a>	<a href="#">Lesson 3.1.2B: 3</a>

**Learning Log**  
On your own graph paper, graph  $y = -3x + 2$ . Then, as a class, decide what needs to be included to make a graph complete. Copy the qualities of a complete graph as a Learning Log entry. Title this entry "Qualities of a Complete Graph" and include today's date.

## 5. Navigation on a Computer versus a Cell Phone

First on a computer, the menu items on the far left and at the top are not visible on a cell phone. To access the menu items on a cell phone, select the three horizontal lines at the top left for the chapters and lessons and the three vertical dots at the top right to the additional tools.

**COMPUTER SCREEN.** If you do not see all of the menus above and to the left, make your window wider!

**CELL PHONE**  
Click the hamburger icon and 3 dots to view the chapters and additional tools. Click the person image to logout!

Second on a computer, the menu tabs at the top within a page are located as a drop down menu within a white box when using a cell phone.

The image shows two side-by-side screenshots of the CPM Educational Program website. The left screenshot is the desktop version, and the right is the mobile version. Both are annotated with red boxes and arrows pointing to specific UI elements.

**Desktop View (Left):**

- Computer:** A yellow box highlights the word "Computer" in the top navigation bar.
- Tools:** A yellow box highlights the "Tools" dropdown menu.
- Click the tabs at the top:** A yellow box highlights a callout pointing to the "Note" tab in the "CC Course 3" section.
- Navigation:** A red box highlights the tabs: "Note", "CP-1", "CP-2", "CP-3", "CP-4", "CP-5", "CP-6", "CP-7", "CP-8", "CP-9".

**Mobile View (Right):**

- Cell Phone:** A yellow box highlights the word "Cell Phone" in the top navigation bar.
- Dropdown Menu Box:** A yellow box highlights a callout pointing to the dropdown arrow in the "Note" tab.
- 1:** A yellow circle with the number "1" points to the dropdown arrow.
- 2:** A yellow circle with the number "2" points to the "Note" tab.
- 3:** A yellow circle with the number "3" points to the "CP-3" option in the dropdown menu.
- Done:** A red arrow points to the "Done" button at the bottom right of the dropdown menu.

The main content area of both views displays the title "Core Connections, Course 3 Checkpoint Materials" and a paragraph of text starting with "Students master different skills at different speeds..."