### **Table of Contents**



																																																																																																																										t	þ	е	(		<		)	C	)	C	8	3	B	ŀ			ì	a	a	6				
--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	---	---	---	---	--	---	--	---	---	---	---	---	---	---	---	--	--	---	---	---	---	--	--	--	--

#### **Patterns and Relations**

.au	nch	4
1.1	Patterns in Division	6
1.2	More Patterns in Division	10
Rea	nding and Writing in Math: Writing to Explain Your Thinking	14
1.3	Algebraic Expressions	16
1.4	Relationships in Patterns	20
1.5	Patterns and Relationships in Tables	25
Vlid	I-Unit Review	29
1.6	Graphing Relations	30
I. <b>7</b>	Reading and Writing Equations	35
1.8	Solving Equations Using Algebra Tiles	38
Jni	t Review	43
Pra	ctice Test	47
Jni	t Problem: Fund Raising	48



2

# 2

#### Integers

Lau	ınch	50
2.1	Representing Integers	52
2.2	Adding Integers with Tiles	56
2.3	Adding Integers on a Number Line	60
Mic	d-Unit Review	65
2.4	Subtracting Integers with Tiles	66
2.5	Subtracting Integers on a Number Line	71
Rea	ading and Writing in Math: Writing to Reflect on Your Understanding	76
Uni	it Review	78
Pra	ctice Test	81
Uni	it Problem: What Time Is It?	82
	TA STORY	



#### Fractions, Decimals, and Percents



Lau	nch	84
3.1	Fractions to Decimals	86
3.2	Comparing and Ordering Fractions and Decimals	9.
3.3	Adding and Subtracting Decimals	90
3.4	Multiplying Decimals	100
3.5	Dividing Decimals	104
3.6	Order of Operations with Decimals	108
Mid	I-Unit Review	110
3.7	Relating Fractions, Decimals, and Percents	11.
3.8	Solving Percent Problems	114
The	World of Work: Sports Trainer	117
Rea	ding and Writing in Math: Writing Instructions	118
Uni	t Review	120
Pra	ctice Test	123
Uni	t Problem: Shopping with Coupons	124
Cur	nulative Review Units 1-3	120



#### **Circles and Area**

Lau	nch	128
4.1	Investigating Circles	130
4.2	Circumference of a Circle	133
Mid	I-Unit Review	138
4.3	Area of a Parallelogram	139
4.4	Area of a Triangle	143
4.5	Area of a Circle	148
Gar	ne: Packing Circles	153
Rea	ding and Writing in Math: Reading for Accuracy—Checking	
	Your Work	154
4.6	Interpreting Circle Graphs	156
4.7	Drawing Circle Graphs	161
Tec	hnology: Using a Spreadsheet to Create Circle Graphs	165
Uni	t Review	167
Pra	ctice Test	171
Uni	t Problem: Designing a Water Park	172
Inv	estigation: Digital Roots	174



#### **Operations with Fractions**

Lau	nch	176
5.1	Using Models to Add Fractions	178
<b>5.2</b>	Using Other Models to Add Fractions	181
5.3	Using Symbols to Add Fractions	186
Mid	I-Unit Review	190
5.4	Using Models to Subtract Fractions	191
5.5	Using Symbols to Subtract Fractions	195
5.6	Adding with Mixed Numbers	199
<b>5.7</b>	Subtracting with Mixed Numbers	204
The	World of Work: Advertising Sales Representative	209
Rea	ding and Writing in Math: Writing a Complete Solution	210
Uni	t Review	212
Pra	ctice Test	215
Uni	t Problem: Publishing a Book	216





#### **Equations**

Lau	ınch	218
6.1	Solving Equations	220
6.2	Using a Model to Solve Equations	226
6.3	Solving Equations Involving Integers	231
Mic	I-Unit Review	236
6.4	Solving Equations Using Algebra	237
6.5	Using Different Methods to Solve Equations	240
Gar	ne: Equation Baseball	245
Rea	nding and Writing in Math: Decoding Word Problems	246
Uni	t Review	248
Pra	ctice Test	251
Uni	t Problem: Choosing a Digital Music Club	252
Cur	mulative Review Units 1-6	254





#### Data Analysis



Launch	256
7.1 Mean and Mode	258
7.2 Median and Range	262
7.3 The Effects of Outliers on Average	267
7.4 Applications of Averages	<b>27</b> 1
Technology: Using Spreadsheets to Investigate Averages	276
Mid-Unit Review	278
7.5 Different Ways to Express Probability	279
<b>7.6</b> Tree Diagrams	284
Game: All the Sticks	289
Reading and Writing in Math: Using a Frayer Model	290
Unit Review	292
Practice Test	295
Unit Problem: Board Games	206

## 8

#### Geometry

Lau	nch	298
8.1	Parallel Lines	300
8.2	Perpendicular Lines	303
8.3	Constructing Perpendicular Bisectors	306
8.4	Constructing Angle Bisectors	310
Mid	I-Unit Review	314
8.5	Graphing on a Coordinate Grid	315
8.6	Graphing Translations and Reflections	320
8.7	Graphing Rotations	325
Tec	hnology: Using a Computer to Transform Shapes	330
Rea	ding and Writing in Math: Making a Study Card	332
Uni	t Review	334
Pra	ctice Test	337
Uni	t Problem: Design the Cover	338
Inv	estigation: Integer Probability	340
Cur	nulative Review Units 1-8	342
Ans	wers	346
Illu	strated Glossary	376
Ind	ex	382
Ack	nowledgments	385

#### Welcome to

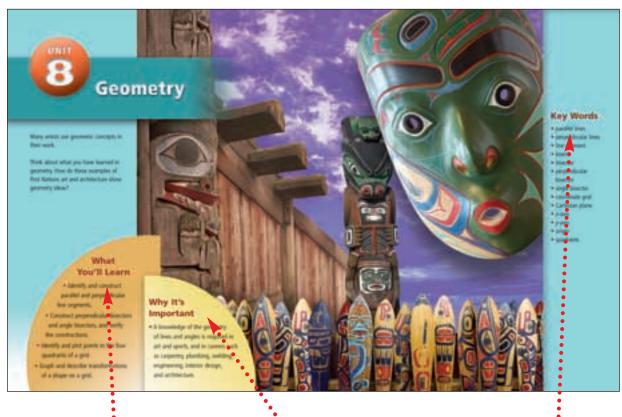
#### Pearson Math Makes Sense 7

Math helps you understand your world.

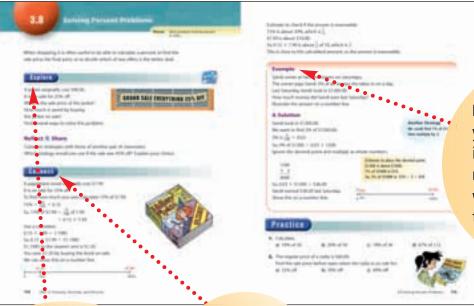
This book will help you improve your problemsolving skills and show you how you can use your math now, and in your future career.

The opening pages of **each unit** are designed to help you prepare for success.





Find out What You'll Learn and Why It's Important. Check the list of Key Words.

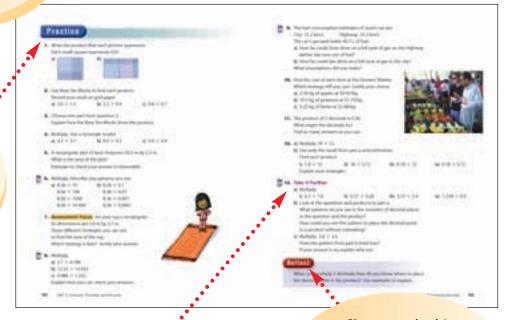


you how to use the ideas and that there may be different ways to approach the question.

**Explore** an idea or problem, usually with a partner, and often using materials.

**Connect** summarizes the math.

Practice questions reinforce the math.



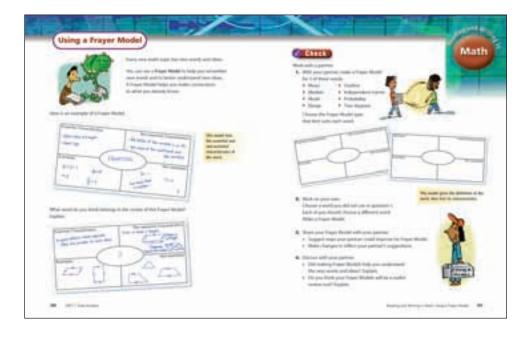
**Take It Further** questions offer enrichment and extension.

Reflect on the big ideas of the lesson.
Think about your learning style and strategies.



Use the **Mid-Unit Review** to refresh your memory of key concepts.

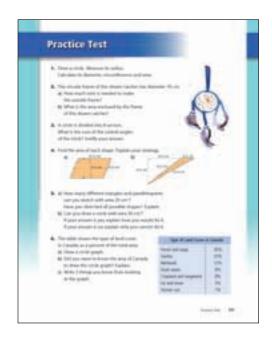
**Reading and Writing in Math** helps you understand how reading and writing about math differs from other language skills you use. It may suggest ways to help you study.





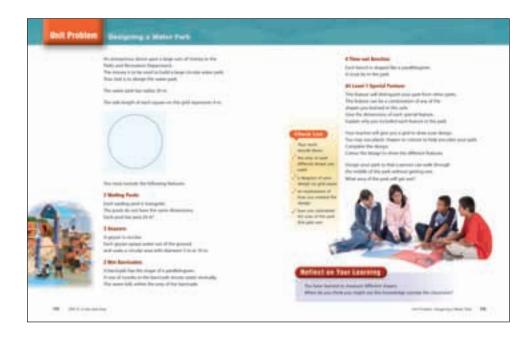
What Do I Need to Know? summarizes key ideas from the unit.

**What Should I Be Able to Do?** allows you to find out if you are ready to move on. The Practice and Homework book provides additional support.

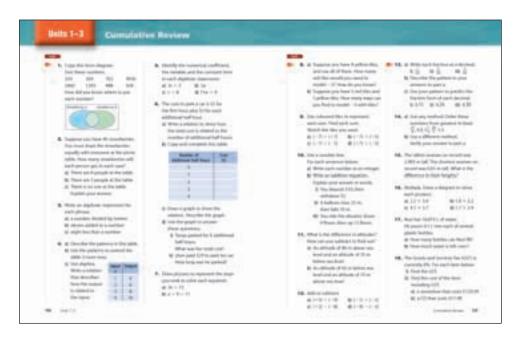


The **Practice Test** models the kind of test your teacher might give.

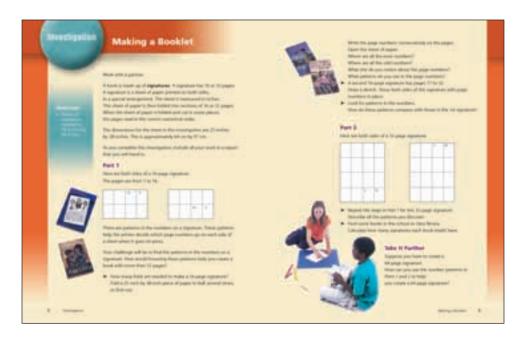
The **Unit Problem** presents problems to solve, or a project to do, using the math of the unit.



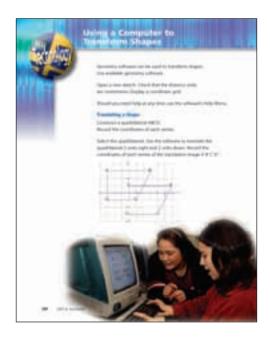
Keep your skills sharp with **Cumulative Review.** 



Explore some interesting math when you do the **Investigations**.



Icons remind you to use **technology**. Follow the instructions for using a computer or calculator to do math.







Play a **Game** with your classmates or at home to reinforce your skills.

**The World of Work** describes how people use mathematics in their careers.



