Two-Method Mastery Scoring & SC-6 Work-Check Guide

How to Solve by Hand First, Earn +10 Single-Method or +20 Double Credit, and Verify Your Work on the SC-6

STEP 1: 1ST WAY (+10 PTS)

Way 1 [x] +10 → 1st Method = +10 PTS

Study the Worked Example first. Solve a problem by hand in the left column of your workspace using your 1st Textbook Way, and check off [x] +10 (1 Way) at the bottom of the box.

STEP 2: 2ND WAY (+20 PTS)

W1 W2 → 2 Methods = +20 PTS!

Solve the SAME problem a 2nd independent way in the right column (using the 2nd Textbook Way, a visual model, or one of the 3 block kits). When both ways agree, check off [x] +20 (2 Ways)!

STEP 3: CHECK ON SC-6

Y: 3 (Remainder)
X: 5 (Quotient)

2 3 ENTER 4 g ÷R

Never guess! Use the section's 'Check Your Work on the SC-6 Calculator' box to verify your hand-written answer—using Two-Dot fractions ([.] n [.] d), [≠] equality tests, and [f][LINE] mode.

STEP 4: 100-PT DAILY GOAL

100 / 100 MASTERY → 5×20 or 10×10 = 100 PTS!

Reach your 100-Point Daily Goal by solving any 5 problems in 2 Ways (5 × 20 = 100 pts), all 10 problems in 1 Way (10 × 10 = 100 pts), or any mix that totals 100 points on the page!

HOW TWO-METHOD (+10 / +20) WORKSHEET SCORING WORKS

SAMPLE 10-PROBLEM WORKSHEET SCORE (#1–#10 = 100 PTS)

#1 +20	#2 +20	#3 +20	#4 10/20	#5 +20	100 GOAL
#6 10/20	#7 10/20	#8 10/20	#9 +20	#10 10/20	SC-6 CHECK

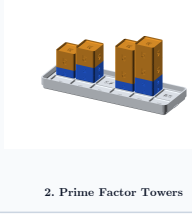
Problems #1–#10:
Check off +10 for solving in 1st Way; check off +20 for verifying in a 2nd Way.

100-Point Goal:
Reach 100 points by solving any 5 problems in 2 Ways OR all 10 in 1 Way.

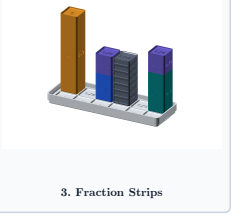
SC-6 Verification:
After solving on paper, use the SC-6 Work-Check box to confirm every answer.



1. Place Value Blocks



2. Prime Factor Towers



3. Fraction Strips

Solve by hand in 1 Way for +10 points, or verify with a 2nd Textbook Way for +20 Double Points!

3 FLEXIBLE PATHS TO THE 100-POINT DAILY GOAL

PATH A: DEEP MASTERY — ANY 5 PROBLEMS IN 2 WAYS = 100 PTS

5 Problems × 2 Ways (+20 pts each) = 100 Points

Best when a 10-problem page feels overwhelming! Pick any 5 problems (for example: Warm-Ups #1-#2, Core #3-#4, and Challenge #9), solve each using BOTH Textbook Ways, and verify on your SC-6. You do half as many problems, but understand them twice as deeply!

PATH B: FULL SHEET — ALL 10 PROBLEMS IN 1 WAY = 100 PTS

10 Problems × 1 Way (+10 pts each) = 100 Points

Best for building speed and accuracy across every problem type on the worksheet. Solve all 10 problems (#1-#10) using your favorite Textbook Way, check off [x] +10 on each card, and verify every answer on your SC-6.

PATH C: MIX & MATCH — ANY COMBINATION TOTALLING 100 PTS

Example: 3 Problems in 2 Ways (60 pts) + 4 Problems in 1 Way (40 pts) = 100 Points

Students and teachers can customize the assignment! Combine 2-Way (+20) and 1-Way (+10) solutions in any order to reach 100 points. Want an Honors Extension? Solve all 10 problems in 2 Ways for 200/100 Extra Credit!

MASTER SC-6 CALCULATOR WORK-CHECK CHEAT SHEET (UNITS 1–10: SOLVE BY HAND FIRST, THEN VERIFY!)

UNIT & TOPIC	SOLVE BY HAND FIRST (2 WAYS)	SC-6 WORK-CHECK KEYSTROKES	WHAT TO VERIFY ON THE SC-6 DISPLAY
Unit 1: Whole Numbers & Factors	Long Div / Tree vs. Array / Venn	2 3 ENTER 4 g ÷R	Line Y = Remainder, Line X = Quotient; [PRIME], [g][FACT], [GCF], [f][LCM], [x²], [x³]
Unit 2: Fractions & Decimals	LCD Strips & Reciprocals vs. Cross-Mult	• 2 • 3 ENTER • 1 • 4 +	HP-32 Two-Dot fraction entry ([.] n [.] d & w [.] n [.] d); [g][SIMP], [FDISP], [a b/c], [f][d/c], [PV], [$]
Unit 3: Ratios, Rates & Percents	Tape Diagrams vs. Ratio Tables & % Prop	1 2 ENTER 8 g a:b	[g][a:b] Ratio Mode (÷ [10F] table), [g][REP], [%] part of whole, [g][%CHG], [f][→cm]/[g][→in]
Unit 4: Algebraic Expressions	Area Model / Like Terms vs. GCF Factor	4 ENTER 5 × 7 +	Evaluate at x = 5 in both original & simplified forms and press [≠] (flashes NO when equal!)
Unit 5: Area & Elapsed Time	Cut-and-Slide Grid vs. Polygon Formulas	1 2 ENTER 8 f ■	[f][RECT] area/perim, [g]['TRI] 1/2bh, [Σ+]/[f][Σx] composite sum, [CLK] + [f][→HR]/[g][→HMS]
Unit 6: Integers & Coord Plane	Number Line Jumps vs. Absolute Value |x|	f ↔ 1 8 +/− 5 +/− f ≥	[f][LINE] Number Line jumps, [+/-] sign, [g][|x|] distance, [f][>]/[g][<] (flashes YES/NO!)
Unit 7: Equations & Inequalities	Balance Scale vs. Inverse Operations	4 1 ENTER 4 ENTER 9 × 5 + ≠	Equality test [≠] flashes NO when Left = Right (balanced!); [f][≥] & [g][≤] flash YES/NO
Unit 8: 3D Surface Area & Volume	Unfolded 2D Net vs. Prism/Cone Formulas	1 2 ENTER 8 f ■ 5 f ⬢	[f][RECT]→[f][PRISM] 3D volume, [g][CLΣ]+[Σ+]+[f][Σx] 2D net area, [f][CIRC]→[g][CONE], [g][HYP]
Unit 9: Statistics & Distributions	Fair-Share Leveling / Peel vs. IQR & MAD	g CLΣ 1 8 Σ+ 2 4 Σ+ g x̄	Enter list with [Σ+] (or [FRQ]): check [g][x-bar], [f][MED], [g][MODE], [RNG], [f][1Q], [g][3Q], [IQR], [g][MAD]
Unit 10: Signed Ops & Probability	Zero-Pair Chips & Trees vs. Sign Rules	f ↔ 1 0 ENTER 4 +/− -	[f][LINE] signed hops, [+/-], [≠] 2-step equation check, [DICE]/[f][1..x], [x!], [f][nCr], [g][nPr]

45-SECTION 100-POINT MASTERY PROGRESS LOG (CHECK OFF EACH SECTION AS YOU EARN 100 POINTS ON PRACTICE A & B!)

Unit 1:	[ ] 1.1	[ ] 1.2	[ ] 1.3	[ ] 1.4	[ ] 1.5
Unit 2:	[ ] 2.1	[ ] 2.2	[ ] 2.3	[ ] 2.4	[ ] 2.5
Unit 3:	[ ] 3.1	[ ] 3.2	[ ] 3.3	[ ] 3.4	[ ] 3.5
Unit 4:	[ ] 4.1	[ ] 4.2	[ ] 4.3	[ ] 4.4	
Unit 5:	[ ] 5.1	[ ] 5.2	[ ] 5.3	[ ] 5.4	
Unit 6:	[ ] 6.1	[ ] 6.2	[ ] 6.3	[ ] 6.4	[ ] 6.5
Unit 7:	[ ] 7.1	[ ] 7.2	[ ] 7.3	[ ] 7.4	[ ] 7.5
Unit 8:	[ ] 8.1	[ ] 8.2	[ ] 8.3	[ ] 8.4	
Unit 9:	[ ] 9.1	[ ] 9.2	[ ] 9.3	[ ] 9.4	
Unit 10:	[ ] 10.1	[ ] 10.2	[ ] 10.3	[ ] 10.4	