Honors Finite Math - Chapter 3 Linear Programming

Learning Target Progress Tracking

	Level 1	Level 2	Level 3	Level 4
Learning Target	**Understand while teacher is explaining**	**Can work problem on my own w/example to follow**	**Can work a problem similar to one I've seen w/o needing an example**	**Understand concept/procedure well enough to teach others and to work problems not similar to ones I've seen**
LT1: Graph and shade the feasible region of a system of linear inequalities, list the corner points, and determine if the region is bounded or unbounded.				
LT2: Use the fundamental theorem of linear programming to optimize a given objective function subject to a system of linear inequality constraints. (Max or min is always at a corner point).				
LT3: Express a linear programming real-world scenario word problem as an objective function and system of inequalities.				