What are Magic Words?

Magic Words help math students explain WHY they solve problems in a certain way.

Use these Magic Words when you want to explain your mathematics work:

- · To find...
- · To get...
- · To see...
- · To figure out...
- · To show...
- To prove...
- · Because...
- · Since...
- · Therefore...

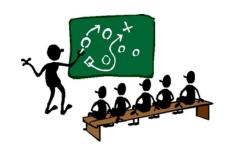


Tips for Solving Word Problems

- 1. Show all your work on the work side.
- 2. **Number** each step of your work.
- 3. **Label** the answer of each step.
- 4. **Write** an explanation for each step of your work.
- 5. **Number** each explanation step.
- 6. **Tell** what you did without using any numbers.
- 7. **Use** *Magic Words* in each explanation.
- 8. **Write** your final answer, with labels.

WORK	EXPLANATION
1.	1.
Final Answer:	

Problem Solving Strategies



- ☑ Act It Out
- ☑ Use Objects

- ✓ Look for a Pattern
- ☑ Draw a Picture
- Make a Table
- Make an Organized List
- ☑ Work Backwards
- Write an Equation



Mathematics Materials List

2009



Grade Two

Pearson enVision, 2009

Student Edition Premium Digital System Upgrade (Student Edition users - 6 year license) Teacher's Edition

Teacher's Resource Package

- Teacher Resource Masters 1-20
- 1 Topics 1-20 Teaching Tool Master
- Overview and Implementation Guide
- Topic 1 Understanding Addition and Subtraction
- Topic 2 Addition Strategies
- Topic 3 Subtraction Strategies
- Topic 4 Place Value: Numbers to 100
- Topic 5 Counting Money
- Topic 6 Mental Addition
- Topic 7 Mental Subtraction
- Topic 8 Addition Two-Digit Numbers
- Topic 9 Subtraction Two-Digit Numbers
- Topic 10 Using Addition and Subtraction
- Topic 11 Geometry
- Topic 12 Fractions
- Topic 13 Measurement: Length and Area
- Topic 14 Measurement: Capacity and Weight
- Topic 15 Time and Temperature
- Topic 16 Graphs and Probability
- Topic 17 Numbers and Patterns to 1,000
- Topic 18 Three-Digit Addition and Subtraction
- Topic 19- Multiplication Concepts
- Topic 20 Division Concept and Facts

Teacher Access Pack Premium Digital System Diagnosis and Intervention System PSSA Math Test Prep with Teacher's Guide Guided Problem Solving Math Library Visual Learning Bridge Transparencies Interactive Math Stories Big Book Center Manipulative Kit

• 100 foam cubes, 2 number cubes, 10 number tiles

Investigations in Number, Data, and Space

Curriculum Units Package Resource Package

> Transparencies/blackline 16 sets numeral cards

32 rulers

2 sets fraction dice

16 array cards

16 sets of bldg. straws

1 pad hundreds chart

Family letters

Pad geoboard dot paper

Pad 1" graph paper

Pad 3/4" graph paper 8X11

Pad 3/4"graph paper 11x17

Pad 1cm graph paper

Assessment Sourcebook

Student Materials Kit

3 rolls of adding mach.tape

750 coins and 320 paper \$

10 measuring tapes

1 set geometric solids

10 cm. rulers

50 lima bean seeds

400 square color tiles

100 colored cubes

16 sets wooden geoboards

2000 snap cubes

5 sets wooden blocks (250@set)

MATH TEXT ALIGNMENT TO ASSESSMENT ANCHORS – GRADE 2

Lesson	Assessment Anchor	Lesson Title	
Topic 1:	Topic 1: Understanding Addition and Subtraction3 Daily Lessons includes Problem Solving: M3.A.2.1.2		
1-1	M3.A.3.1.1	Writing Addition Number Sentences	
1-2	M3.A.3.1.1; M3.A.2.1.2	Stories About Joining	
1-3	M3.A.3.1.1	Writing Subtraction Number Sentences	
1-4	M3.A.3.1.1; M3.A.2.1.2	Stories About Separating	
1-5	M3.A.3.1.1; M3.A.2.1.2	Stories About Comparing	
1-6	M3.A.2.1.1	Connecting Addition and Subtraction	
1-7	M3.A.3.1.1; M3.A.2.1.2	Problem Solving: Use Objects	
Topic 2:	Addition Strategies3	Daily Lessons includes Problem Solving: M3.A.2.1.2	
2-1	M3.A.3.1.1	Adding 0,1,2,	
2-2	M3.A.3.1.1; M3.D.2.2.1	Doubles	
2-3	M3.A.3.1.1	Near Doubles	
2-4	M3.A.3.1.1; M3.2.1.1.1	Adding in Any Order	
2-5	M3.A.3.1.1	Adding Three Numbers	
2-6	M3.A.3.1.1	Making 10 to Add 9	
2-7	M3.A.3.1.1	Making 10 to Add 8	
2-8	M3.A.3.1.1; M3.A.2.1.2;	Problem Solving: Draw a Picture and Write a Number	
	M3.D.2.1.2	Sentence	
_	Subtraction Strategies3	Daily Lessons includes Problem Solving: M3.A.2.1.2	
3-1	M3.A.3.1.1; M3.A.1.1.1	Subtracting 0, 1, 2	
3-2	M3.A.3.1.1; M3.D.2.1.1	Thinking Addition to Subtract Doubles	
3-3	M3.A.3.1.1; M3.D.2.1.1	Thinking Addition to 10 to Subtract	
3-4	M3.A.3.1.1; M3.D.2.1.1	Thinking Addition to 18 to Subtract	
3-5	M3.A.3.1.1; M3.D.2.2.1	Finding the Missing Part	
3-6	M3.A.3.1.1; M3.A.2.1.2	Problem Solving: Two Question Problems	
	Topic 4: Place Value Numbers to 1003 Daily Lessons includes Problem Solving: M3.A.2.1.2		
4-1	M3.A.1.1.5	Models for Tens	
4-2	M3.A.1.1.5	Models for Tens and Ones	
4-3	M3.A.1.1.1; M3.A.2.1.2	Reading and Writing Numbers	
4-4	M3.A.1.1.3	Using Models to Compare Numbers	
4-5	M3.A.1.1.3	Using Symbols to Compare Numbers	
4-6	M3.A.1.1.4;	Before, After, and Between	
4-7	M3.D.1.1.2; M3.A.1.1.4	Order Numbers	
4-8	M3.D.1.1.2; M3.A.1.1.4	Number Patterns on a Hundreds Chart	
4-9	M3.A.1.1.2	Even and Odd	
4-10	M3.A.1.1.3; M3.E.1.1.1; M3.E.1.1.2	Problem Solving: Use Data from a Chart	
	<u> </u>		

MATH TEXT ALIGNMENT TO ASSESSMENT ANCHORS – GRADE 2

Lesson	Assessment Anchor	Lesson Title
Topic 5:	Counting Money3	Daily Lessons includes Problem Solving: M3.A.2.1.2
5-1	M3.A.1.3.1	Dime, Nickel, and Penny
5-2	M3.A.1.3.1	Quarter and Half Dollar
5-3	M3.A.1.3.1	Counting Collections of Coins
5-4	M3.A.1.3.1	Ways to show the same amount
5-5	M3.A.1.3.1	One Dollar
5-6	M3.A.1.3.1; M3.1.2.1	Problem Solving: Make an Organized List
Topic 6:	Mental Addition3	Daily Lessons includes Problem Solving: M3.A.2.1.2
6-1	M3.A.3.1.1	Adding Tens
6-2	M3.A.3.1.1	Adding Ones
6-3	M3.A.3.1.1; M3.A.2.1.2	Adding Tens and Ones
6-4	M3.A.3.1.1	Adding on a Hundred Chart
6-5	M3.A.3.1.1; M3.D.1.1.1	Problem Solving: Looking for a Pattern
Topic 7:		Daily Lessons includes Problem Solving: M3.A.2.1.2
7-1	M3.A.3.1.1	Subtracting Tens
7-2	M3.A.3.1.1; M3.A.2.1.2	Finding Parts of 100
7-3	M3.A.3.1.1	Subtracting on a Hundreds Chart
7-4	M3.A.2.1.2; M3.A.3.1.1	Adding on a to Subtract
7-5	M3.A.2.1.2; M3.A.3.1.1;	Problem Solving: Missing or Extra Information
	M3.D.2.1.1	
Topic 8:	Adding Two-Digit Numbers3	Daily Lessons includes Problem Solving: M3.A.2.1.2
8-1	M3.A.3.1.1; M3.A.1.1.5	Regrouping 10 Ones for 1 Ten
8-2	M3.A.3.1.1; M3.A.1.1.5	Model to Add Two-and One Digit Numbers
8-3	M3.A.3.1.1	Adding Two-and One Digit Numbers
8-4	M3.A.3.1.1; M3.A.1.1.5	Models to Add Two-Digit Numbers
8-5	M3.A.3.1.1	Adding Two-Digit Numbers
8-6	M3.A.3.1.1; M3.A.2.1.2	Adding Three Numbers
8-7	M3.A.3.1.2; M3.D.2.1.2;	Problem Solving: Draw a Picture & Write a Number Sentence
	M3.E.1.2.1	
Topic 9:	Subtracting Two-Digit Numbers3 I	Daily Lessons includes Problem Solving: M3.A.2.1.2
9-1	M3.A.3.1.1; M3.A.1.1.5	Regrouping 1 Ten for 10 Ones
9-2	M3.A.3.1.1; M3.A.1.1.5	Model- Subtract Two- & One-Digit Numbers
9-3	M3.A.3.1.1	Subtracting Two and One Digit Numbers
9-4	M3.A.3.1.1; M3.A.1.1.5	Model to Subtract Two Digit Numbers
9-5	M3.A.3.1.1	Subtracting Two-Digit Numbers
9-6	M3.A.3.1.1; M3.A.2.1.2	Using Addition to Check Subtraction
9-7	M3.A.3.1.1; M3.A.2.1.1	Problem Solving: Two Question Problems
		Daily Lessons includes Problem Solving: M3.A.2.1.2
10-1	M3.A.3.1.1	Adding Money
10-2	M3.A.3.2.1	Estimating Sums
10-3	M3.A.2.1.2; M3.A.3.1.1	Ways to Add
10-4	M3.A.3.1.1	Subtracting Money
10-5	M3.A.3.2.1	Estimating Differences
10-6	M3.A.2.1.2; M3.A.3.1.1	Ways to Subtract
	·	. •

MATH TEXT ALIGNMENT TO ASSESSMENT ANCHORS – GRADE 2

10-7	M3.A.2.1.2; M3.A.3.1.1	Problem Solving: Try, Check, and Revise
Lesson	Assessment Anchor	Lesson Title
Topic 11	: Geometry3	Daily Lessons includes Problem Solving: M3.A.2.1.2
11-1	M3.C.1.1.1	Flat Surfaces, Vertices, and Edges
11-2	M3.C.1.1.1; M3.C.1.1.2	Relating Plane Shapes to Solid Figures
11-3	M3.C.1.1.1; M3.C.1.1.2	Making New Shapes
11-4	M3.C.1.1.1	Cutting Shapes Apart
11-5	M3.C.1.1.1; M3.C.1.1.2	Congruence
11-6	M3.C.2.1.1	Ways to Move Shapes
11-7	M3.C.2.1.1; M3.C.2.2	Symmetry
11-8	M3.C.1.1.1; M3.C.1.1.2	Problem Solving: Using Reasoning
Topic 12	: Fractions3 D	aily Lessons includes Problem Solving: M3.A.2.1.2
12-1	M3.A.1.2.1	Wholes and Equal Parts
12-2	M3.A.1.2.1	Unit Fractions and Regions
12-3	M3.A.1.2.1	Non-Unit Fractions and Regions
12-4	M3.A.1.2.1	Estimating Fractional Parts of a Whole
12-5	M3.A.1.2.1, M3.A.1.2.2	Fractions of a Set
12-6	M3.A.1.2.1, M3.A.1.2.2	Problem Solving: Use Objects
Topic 13	: Measurement: Length and Area3	Daily Lessons includes Problem Solving: M3.A.2.1.2
13-1	M3.B.1.2.1	Thinking About Attributes
13-2	M3.B.2.1.1; M3.B.2.2.1	Exploring Length
13-3	M3.B.2.1.1	Measuring Length Using Non-Standard Units
13-4	M3.B.2.1.1; M3.B.1.2.1	Inches, Feet, and Yards
13-5	M3.B.2.1.1; M3.B.1.2.1	Centimeters and Meters
13-6	M3.B.2.1.2	Exploring Perimeter
13-7	M3.B.2.1.3	Exploring Area
13-8	M3.B.2.1.2; M3.1.2.1	Problem Solving: Use Objects
Topic 14	: Measurement: Capacity and Weigl	nt3 Daily Lessons includes Problem Solving: M3.A.2.1.2
14-1	M3.B.1.2.1	Exploring Capacity
14-2	M3.B.1.2.1; M3.B.2.2.1	Measuring Capacity Using Non-Standard Units
14-3	M3.B.1.2.1	Cups, Pints, and Quarts
14-4	M3.B.1.2.1	Liters
14-5	M3.B.1.2.1	Exploring Weight
14-6	M3.B.1.2.2	Ounces and Pounds
14-7	M3.B.1.2.1	Grams and Kilograms
14-8	M3.B.1.2.1; M3.B.2.1	Problem Solving: Use Objects
Topic 15	: Time and Temperature3	Paily Lessons includes Problem Solving: M3.A.2.1.2
15-1	M3.B.1.1.1	Telling Time to Five Minutes
15-2	M3.B.1.1.1	Telling Time Before and After the Hour
15-3	M3.B.1.1.2	Estimating Time
15-4	M3.B.1.1	Using a Calendar
15-5	M3.B.1.2.1	Fahrenheit and Celsius
15-6	M3.B.1.1.2; M3.A.3.1.1	Problem Solving: Multiple Step Problems

Lesson	Assessment Anchor	Lesson Title
Topic 16: Graph	ning3	Daily Lessons includes Problem Solving: M3.A.2.1.2
16-1	M3.E.1.2.1	Organizing Data
16-2	M3.E.1.2.1, M3.E.1.2.2	Pictographs
16-3	M3.E.1.2.1, M3.E.1.2.2	Bar Graphs
16-4	M4.E.1.1	Coordinate Graphs
16-5	M3.E.1.1.2	Likely and Unlikely
16-6	M3.E.1.1.2	Certain, Probable, and Impossible
16-7	M3.E.1.1.1, M3.E.1.1.2	Problem Solving: Use a graph
	pers and Patterns to 1,0003	Daily Lessons includes Problem Solving: M3.A.2.1.2
17-1	M3.A.1.1.1	Building 1,000
17-2	M3.A.1.1.1; M3.A.1.1.4	Counting Hundreds, Tens, and Ones
17-3	M3.A.1.1.1	Reading and Writing Numbers to 1,000
17-4	M3.A.1.1.1; M.3.1.1.5	Changing Numbers by Hundreds and Tens
17-5	M3.A.1.1.3	Comparing Numbers
17-6	M3.A.1.1.4	Before, After, and Between
17-7	M3.D.1.1.2; M3.A.1.1.4	Ordering Numbers
17-8	M3.D.1.1.1; M3.D.1.1.2	Problem Solving: Look for a Pattern
Topic 18: Three	-Digit Addition and Subtraction	n3 Daily Lessons includes Problem Solving: M3.A.2.1.2
18-1	M3.A.2.1.1; M3.A.3.1.2	Mental Math
18-2	M3.A.3.2.1, M3.A.3.1.1	Estimating Sums
18-3	M3.A.3.1.3	Models for Adding with Three Digit Numbers
18-4	M3.A.3.1.3, M3.A.3.2.1	Adding Three Digit Numbers
18-5	M3.D.2.2.1	Mental Math: Ways to Find Missing Parts
18-6	M3.A.3.2.1, M3.A.3.1.1	Estimating Differences
18-7	M3.A.3.1.3	Models for Subtracting with Three-Digit Numbers
18-8	M3.A.3.1.1	Subtracting Three-Digit Numbers
18-9	M3.E.1.2.1; M3.E.1.2.2	Problem Solving: Make a Graph
Topic 19: Multi	plication Concepts3	Daily Lessons includes Problem Solving: M3.A.2.1.2
19-1	M3.A.2.1.1; M3.A.3.1.2	Repeated Addition and Multiplication
19-2	M3.A.2.1.1; M3.A.3.1.2	Building Arrays
19-3	M3.A.3.1.2; M3.D.2.2.1	Writing Multiplication Stories
19-4	M3.A.3.1.2	Vertical Form
19-5	M3.A.2.1.1	Multiplying in Any Order
19-6	M3.A.3.1.2	Problem Solving: Draw a Picture & Write a Number Sentence
Topic 20: Divis	ion Concepts and Facts3	Daily Lessons includes Problem Solving: M3.A.2.1.2
20-1	M3.A.2.1.1	Division as Sharing
20-2	M3.A.3.1.2	Division as Repeated Subtraction
20-3	M3.A.2.1.1	Writing a Division Stories
20-4	M3.A.2.1.1	Relating Multiplication and Division
20-5	M3.D.1.2.1;	Problem Solving: Make a Table and Look for a Pattern

Mathematics Assessment Anchor Glossary Grades 3 & 4

The definitions for this glossary were taken from one or more of the following sources: Webster's Dictionary, various mathematics dictionaries, the PA Mathematics Standards glossary and various textbook glossaries.

Acute angle: An angle with a measure less than 90°.

Addend: Any number that is being added.

Analog time: Time displayed on a timepiece having hour and minute hands.

Area: The measure, in square units, of the inside of a plane figure.

Array: A rectangular arrangement of objects in equal rows or columns.

Combination: A group of items. Placing these items in a different order does not create a new combination.

Cone: A solid figure that has a circular base and one vertex.



Congruent: Having the same size and shape.

- Congruent angles have the same measure.
- Congruent segments have the same length.

Cube: A rectangular solid having six congruent square faces.



Cylinder: A three-dimensional figure with two circular bases, which are parallel and congruent.



Edge: The line segment where two faces of a solid figure meet.

Equation: A statement that two mathematical expressions are equal.

Equivalent: Having the same value.

Expression: A variable, or any combination of numbers, variables, and symbols that represents a mathematical relationship (e.g., $24 \times 2 + 5$ or 4a - 9).

Face: A plane figure that serves as one side of a solid figure.

Fact family: A set of related addition and subtraction, or multiplication and division equations using the same numbers (e.g., 6+9=15, 15-9=6, 9+6=15, 15-6=9).

Factor: A whole number that divides evenly into another whole number (e.g., 1, 3, 5, and 15 are factors of 15).

Function: A relation in which every input value has a unique output value.

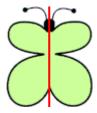
Hexagon: A polygon with 6 sides.

Inequality: A mathematical sentence that contains a symbol that shows the terms on either side of the symbol are unequal (e.g., 3+4>6).

Line: A straight path extending in both directions with no endpoints.

←

Line of symmetry: A line that divides a figure into two halves that are mirror images of each other.



Line segment: A part of a line with two endpoints.

.____

Mean (average): The number found by dividing the sum of a set of numbers by the number of addends.

Median: The middle number in an ordered set of data, or the average of the two middle numbers when the set has two middle numbers.

Mode: The number(s) that occurs most often in a set of data.

Multiples: The product of a given whole number and another whole number (e.g., multiples of 4 are 4, 8, 12, 16....).

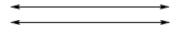
Number sentence: An equation or inequality with numbers.

Obtuse angle: An angle with a measure more than 90°.

Octagon: A polygon with 8 sides.

Ordered pair: A pair of numbers used to locate a point on a coordinate grid. The first number tells how far to move horizontally, and the second number tells how far to move vertically.

Parallel lines: Lines that never intersect and are always the same distance apart.



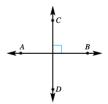
Parallelogram: A quadrilateral whose opposite sides are parallel and congruent.



Pentagon: A polygon with 5 sides.

Perimeter: The distance around a figure.

Perpendicular lines: Two lines, segments or rays that intersect to form right angles.



Pictograph: A graph that uses pictures to show and compare information.

Pyramid: A solid figure with a polygon base and triangular sides that meet at a single point (vertex).



rectangular pyramid



triangular pyramid

Quadrilateral: A polygon with 4 sides.

Ray: A part of a line that has one endpoint and continues without end in one direction.



Rectangular prism: A solid figure in which all six faces are rectangles.



Reflection (flip): A transformation that produces the mirror image of a figure.





Rhombus: A parallelogram with four equal sides.



Right angle: An angle that measures exactly 90°.

Right triangle: A triangle that has a 90° angle.

Rotation (turn): A movement of a figure that turns that figure around a fixed point.



Sphere: A solid figure that has all points the same distance from the center.

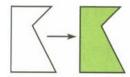


Tally chart: A table that uses tally marks to record data.

Favorite School Lunches

ravorite ochool Euliches	
Hamburger	<u> </u>
Pizza	
Salad	
Hotdog	## III

Translation (slide): A movement of a figure to a new position without turning or flipping it.

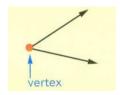


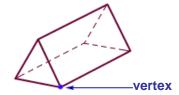
Trapezoid: A quadrilateral with exactly one pair of parallel sides.





Vertex: A point where lines, rays, sides of a polygon or edges of a polyhedron meet (corner).





Volume (capacity): The amount of space (in cubic units) that a solid figure can hold.



Mathematics and Children's Literature

enVision Math Start Literature Ties (by Topic)

includes Guided Problem Solving masters with each book

- A Fair Bear Share after Lesson 5-5
- Leaping Lizards after Lesson 10-5
- 100 Days of Cool after Lesson 11-5
- Spunky Monkeys on Parade after Lesson 12-7
- Super Sand Castle Saturday after Lesson 14-3, 20

Websites that have book lists of children's literature in mathematics:

http://www.math.youngzones.org/literature.html

Children's Literature in Mathematics

http://www.luc.edu/schools/education/csimath/zbib.htm

A selected bibliography of available books to teach and reinforce math concepts

http://mathforum.org/t2t/faq/brandenburg.new.html

Guy Brandenburg compiled a list of over 140 math and science-related books, mostly recent, for his geometry students to choose from, read, and do a report on, using recommendations from others and his own reading as well. This page includes the assignment he gave to his students and also the list, organized by topic, with links to Amazon.com.

http://www.cde.ca.gov/ci/scimathlit/

Literature for Science and Mathematics: Kindergarten Through Grade Twelve is a collection of outstanding science- and mathematics-related literature for children and adolescents. The recommended titles reflect the quality and the complexity of the types of materials students should be reading at school and outside of class.

Mathematical Poetry

- "Finding Time" JoAnne Growney
- "Asparagus X Plus Y [An Arithmetic and Poetic Error]" Ken Stange
- "Pi" Robert Morgan
- "<u>The Icosasphere</u>" Marianne Moore "<u>Plane Geometry</u>" Emma Rounds
- "Geometry Class" JoAnne Growney
- "The Starfish" Robert P. Tristram
- "Coffin Arithmetic" Carl Sandburg
- "Tulips" Padraic Colum
- "E = MC2" Morris Bishop
- "Euclid Alone Has Looked on Beauty Bare" Edna St. Vincent Millay
- "Landscape VI from Six Significant Landscapes" Wallace Stevens
- "My Dance is Mathematics" JoAnne Growney
- "Euclid" Vachel Lindsay
- "Geometry" Rita Dove Pi Wislawa Szymborska

Selected Bibliography of Available Books to Teach & Reinforce Math Concepts. Compiled: Dorothy Giroux, Ph.D. & Denise G. Dwyer, Ph.D.

COUNTING AND NUMBER BOOKS

- * Aker, Suzanne. What Comes in 2's, 3's and 4's? New York: Simon & Schuster, 1990. (ISBN 0-671-79247-4)
- * Anno, Mitsumasa. <u>Anno's Counting Book</u>. New York: Thomas Y. Crowell, (Harper/Collins Pub.) 1975. (ISBN 0-690-01288-8)
- * Aylesworth, Jim. One Crow A Counting Rhyme. New York: J.B. Lippincott, 1988. (ISBN 0-397-32175-9)
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*Engineer	*Air traffic control modeling	*Retail transactions systems
*Math Professor	*Modeling economic systems	*Energy allocation management development
*Map Maker	*Transportation modeling	*Labor resource and allocation
*Astronaut	*Medical information systems	*Employee relations management
*Architect	*Inventory control	*Fault sensing systems
*Accountants	*Production control	*Population dynamics
*Cashier	*Factory scheduling	*Experimental design
*Waitress	*Traffic control	*Agriculture efficiency studies
*Pharmacist		
	*Weapons analysis	*Test analysis
*Weather reporting	*Contract negotiations	*Interpret social data
*Video game designer	*Management consulting	*Trade analysis
*Environmental forecasting	*Corporate planning	*Product performance analysis
*Police information systems	*Administration	*Conversational computer systems
*Salary and benefit analyst	*Customer service	*Exploration management
*Bank loan officer	*Marketing services	*Man-environment analysis
*Stock and bond analyst	*Safety coordinator	*Urban planning coordinator
*Investment analysis	*Statistical support	*Psychological categorizations
*Portfolio management	*Forecasting	*Psychological scaling
*Cash flow analysis	*Human resources allocation	*Student information systems
*Cost accounting	*Teacher	*Management information systems
*Industrial cost control	*Computer aided design	*Law-case storage and retrieval
*Business consulting	*Telecommunications	*Inertial navigation systems
*Time study and methods	*Communications systems	*Computerized cartography
*Casualty insurance	*Computer network design	*Industrial process control
*Life insurance agent	*Computer system performance	*Engineering studies
*Group insurance agent	*Computer privacy techniques	*Pollution studies
*Demographic analysis	*Customer software support	*Critical path analysis
*Production planning	*Data processing	*Computer animation
*Consumer behavior analysis	*Research data analysis	*Chartered accountancy
*Economic analysis	*Programmed instruction	*Statistical research
*Taxation systems	*Programmer analyst	*Statistical analysis
*Tax consultant	*Storage and retrieval systems	*Survey design and analysis
*Modeling genetic systems	*Banking system	*Public opinion sampling
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