

Kings River Community College
Spring 1998
Math 20 - Scientific and Technical Calculations
Sch# 1206

COURSE OUTLINE AND POLICY

Class Hours: T, Th 1:00 P.M. - 1:50 P.M.

Room: FE-12

Instructor: Bill Regonini

Basic Skills Prerequisite Advisory: Math 1 or equivalent

Required Materials: a calculator with the capability of performing operations involving powers, roots, reciprocals, logarithms, antilogarithms, and percentages.

OBJECTIVES:

Students are expected to obtain a working knowledge of the course content and apply their skills in problem-solving situations. The course will focus on the use of the calculator to solve fundamental mathematical calculations involving the following topics:

1. percentages and proportions
2. significant figures
3. rounding
4. exponents
5. scientific notation
6. dimensional analysis
7. metric system
8. temperature conversion
9. density
10. logarithms

ATTENDANCE:

Students are expected to attend all class meetings and to be on time. It is distracting and unfair to fellow students to arrive late or leave early from a class. **Two incidences of tardiness and/or leaving class early constitutes one absence.**

Any student absent for 3 classes before the drop deadline is subject to being dropped from the class.

If you decide to drop the class, it is **YOUR** responsibility to officially drop the class.

The last day to drop this class is FEBRUARY 11, 1998. College policies on attendance, illness, dropping a class, etc. as outlined in the Kings River Community College Catalog will be strictly enforced.

TESTS:

A midterm and final exam will be administered during the semester.

NOTE: You may not leave the classroom after you have begun taking a test.

GRADING:

This is a credit/no credit (pass/fail) course. Your two test scores will be averaged, and the resulting percentage will determine your grade according to the following scale:

60 - 100%	pass
0 - 59%	fail

IMPORTANT DATES:

February 11, 1998

March 12, 1998

Last day to drop this class

Final Exam 1:00 P.M. - 1:50 P.M.