

MAT 100: ELEMENTARY ALGEBRA

Fall 2026

COURSE SCHEDULE

Day-by-Day Schedule

The contents of this schedule are subject to change; changes will be announced in class and on Canvas. Class meetings are called **practices**. An **Install** day introduces a new section; a **Develop** day is a second day on that same section, spent deepening and practicing it. Every practice opens with a **warm-up quiz** (9:00–9:05), followed by a **drill quiz** on a skill you choose. **Scrimmages** take the place of small-group work on Fridays. **Games** are taken individually in the testing center, which is open **Tuesday–Thursday, 4:00–10:00pm**; each game **opens on a Thursday and closes the following Wednesday**.

Day	Date	§	Type	Goals of Practice	Event
1	Aug 26 W	—		Course overview; form teams; get to know each other	Announce Teams
2	Aug 28 F	1.1–1.4	Review	Integer arithmetic & the language of algebra	Team setup; Scrimmage 1
Chapter 1 Foundations					
3	Aug 31 M	1.5	Install	Visualize fractions (multiply & divide)	
4	Sep 2 W	1.6	Install	Add and subtract fractions	
5	Sep 4 F	1.7	Install	Decimals	Scrimmage 2
	Sep 7 M	—		No Class — Labor Day	
6	Sep 9 W	1.8	Install	The real numbers	
7	Sep 11 F	1.9	Install	Properties of real numbers	Scrimmage 3
8	Sep 14 M	1.10	Install	Systems of measurement	
Game 1 Ch. 1 Sept 17–23 (opens Thu, closes Wed)					
Chapter 2 Solving Linear Equations and Inequalities					
9	Sep 16 W	2.1	Install	Solve equations — addition & subtraction property	Game 1 opens Thu
10	Sep 18 F	2.2	Install	Solve equations — multiplication & division property	Scrimmage 4
11	Sep 21 M	2.3	Install	Variables & constants on both sides	
12	Sep 23 W	2.4	Install	General strategy for linear equations	Game 1 closes tonight
13	Sep 25 F	2.5	Install	Equations with fractions or decimals	Scrimmage 5
14	Sep 28 M	2.5	Develop	Equations with fractions or decimals	
15	Sep 30 W	2.6	Install	Solve a formula for a specific variable	
16	Oct 2 F	2.7	Install	Solve linear inequalities	Scrimmage 6
Game 2 Ch. 2 Oct 8–14 (opens Thu, closes Wed)					
Chapter 3 Math Models					
17	Oct 5 M	3.1	Install	Use a problem-solving strategy	
18	Oct 7 W	3.2	Install	Solve percent applications	Game 2 opens Thu

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19	Oct 9 F	3.2	Develop	Solve percent applications	Scrimmage 7
20	Oct 12 M	3.3	Install	Solve mixture applications	
21	Oct 14 W	3.3	Develop	Solve mixture applications	Game 2 closes tonight
22	Oct 16 F	3.4	Install	Solve geometry applications	Scrimmage 8
23	Oct 19 M	3.5	Install	Solve uniform motion applications	
24	Oct 21 W	3.5	Develop	Solve uniform motion applications	
25	Oct 23 F	3.6	Install	Applications with linear inequalities	Scrimmage 9
	Oct 26 M	—		No Class — Fall Break	
Game 3 Ch. 3 Oct 29–Nov 4 (opens Thu, closes Wed)					
Chapter 4 Graphs					
26	Oct 28 W	4.1	Install	The rectangular coordinate system	Game 3 opens Thu
27	Oct 30 F	4.2	Install	Graph linear equations in two variables	Scrimmage 10
28	Nov 2 M	4.3	Install	Graph with intercepts	
29	Nov 4 W	4.4	Install	Understand slope of a line	Game 3 closes tonight
30	Nov 6 F	4.5	Install	Use the slope-intercept form	Scrimmage 11
31	Nov 9 M	4.6	Install	Find the equation of a line	
32	Nov 11 W	4.7	Install	Graphs of linear inequalities	Game 4 opens Thu
Game 4 Ch. 4 Nov 12–18 (opens Thu, closes Wed)					
Chapter 6 Polynomials					
33	Nov 13 F	6.1	Install	Add and subtract polynomials	Scrimmage 12
34	Nov 16 M	6.2	Install	Multiplication properties of exponents	
35	Nov 18 W	6.3	Install	Multiply polynomials	Game 4 closes tonight
36	Nov 20 F	6.4	Install	Special products	Scrimmage 13
37	Nov 23 M	6.5	Install	Divide monomials	
	Nov 25 W	—		No Class — Thanksgiving	
	Nov 27 F	—		No Class — Thanksgiving	
38	Nov 30 M	6.6	Install	Divide polynomials	
39	Dec 2 W	6.6	Develop	Divide polynomials	Game 5 opens Thu
40	Dec 4 F	6.7	Install	Integer exponents & scientific notation	Scrimmage 14
41	Dec 7 M	6.7	Develop	Integer exponents & scientific notation	
Game 5 Ch. 6 Dec 3–8 (opens Thu, closes Tue)					
42	Dec 8 T	—		Review & catch-up (curricular Wednesday; last day of class)	Game 5 closes tonight
Reading Day Dec 9 (no class) Final Exam Dec 10–15 — day/time TBD					