



Digital SAT · Math

Format & domains

- **Module 1:** 22 Q / 35 min
- **Module 2:** 22 Q / 35 min (adaptive)
- ~1.6 min/Q · multiple choice + student-produced response (SPR)
- **Algebra ~35% · Advanced Math ~35%**
- **PSDA ~15% · Geometry/Trig ~15%**
- Official reference sheet available — still memorize these for speed

Always-on tactics

- **Backsolve:** plug choices into the equation (start mid-size)
- **Pick numbers:** for abstract %, variables, “in terms of”
- **Desmos:** graph both sides; intersections, vertices, zeros
- **Draw** unlabeled geometry; mark knowns on the figure
- Translate words → equation before

High-frequency traps

- Finding x when asked for $2x$, $x+3$, or xy
- Radius vs diameter; area vs circumference
- % of vs % change; of = $\times$; change = $(\text{new}-\text{old})/\text{old}$
- No solution = parallel lines; infinite = same line
- Forgetting to flip inequality when $\times/\div$

Algebra (Heart of Algebra)

Idea	Formula / note
Slope	$m = (y_2 - y_1) / (x_2 - x_1)$ · rate of change · rise/run
Slope-intercept	$y = mx + b$ · b = y-intercept / starting value
Point-slope	$y - y_1 = m(x - x_1)$
Standard form	$Ax + By = C$ · intercepts: $x \rightarrow (C/A, 0)$, $y \rightarrow (0, C/B)$
Parallel	same m , different b
Perpendicular	slopes negative reciprocals · $m_1 \cdot m_2 = -1$
Systems	substitution / elimination / graph · solution = intersection
No / infinite sol.	parallel (same m , $\neq b$) · identical line (same m and b)
Inequalities	flip when $\times/\div$ by negative; open/closed circle; shade correctly
Absolute value	$ x - a = b \rightarrow x = a \pm b$ (if $b \geq 0$); inequalities split into

Advanced Math (Passport to Advanced Math)

Idea	Formula / note
Quadratic	$ax^2 + bx + c = 0$
Quadratic formula	$x = (-b \pm \sqrt{b^2 - 4ac}) / 2a$
Discriminant	$\Delta = b^2 - 4ac$ · >0 two real · $=0$ one · <0 none real
Vertex form	$y = a(x-h)^2 + k$ · vertex (h, k) ; $a > 0$ opens up
Factored form	$y = a(x-r)(x-s)$ · zeros at r, s
Axis of symmetry	$x = -b / (2a)$ · also midpoint of roots
Sum / product of roots	$-b/a$ · c/a
Completing the square	Move c ; add $(b/2a)^2$ to both sides → vertex form
Difference of squares	$a^2 - b^2 = (a+b)(a-b)$
Perfect square	$(a \pm b)^2 = a^2 \pm 2ab + b^2$

Factoring & equivalent expressions (speed drills)

- GCF first, then trinomial / grouping
- $x^2 + (p+q)x + pq = (x+p)(x+q)$
- $ax^2 + bx + c$: find factors of ac that sum to b
- Match coefficients after expanding to find unknowns
- Rational expressions: factor → cancel common factors (note excluded values)
- Polynomial ops: combine like terms; FOIL binomials
- If stuck: Desmos both expressions — identical graphs → equivalent



Geometry · Data · Desmos · Grid-ins

Geometry & trigonometry

Area / volume / circles

- Triangle $A = \frac{1}{2}bh$ · angles sum 180°
- Rectangle lw · trapezoid $\frac{1}{2}(b_1+b_2)h$
- Circle $A = \pi r^2$ · $C = 2\pi r$
- Arc length $(\theta/360) \cdot 2\pi r$
- Sector area $(\theta/360) \cdot \pi r^2$
- Rectangular prism $V = lwh$
- Cylinder $V = \pi r^2 h$
- Sphere $V = \frac{4}{3} \pi r^3$ · $SA = 4\pi r^2$
- Cone $V = \frac{1}{3} \pi r^2 h$

Triangles & coordinate

- Pythagorean $a^2 + b^2 = c^2$
- Common triples: 3-4-5, 5-12-13, 6-8-10, 7-24-25
- 45-45-90 $\rightarrow x : x : x\sqrt{2}$
- 30-60-90 $\rightarrow x : x\sqrt{3} : 2x$
- Similar $\Delta \rightarrow$ corresponding sides proportional; angles equal
- Distance $\sqrt{(x_2-x_1)^2 + (y_2-y_1)^2}$
- Midpoint $((x_1+x_2)/2, (y_1+y_2)/2)$
- SOH-CAH-TOA · $\sin^2\theta + \cos^2\theta = 1$
- $\sin\theta = \cos(90^\circ - \theta)$

Desmos power moves (built-in calculator)

- Graph $y=...$ and $y=...$ to solve systems / intersections visually
- Click points for intercepts, vertices, zeros — read exact or approximate values
- Table mode: generate values for sequences or test several x quickly
- Inequalities: shade regions to check which option matches constraints
- Regression / best fit when a scatter is given as points you can enter
- For “which is equivalent?”: graph candidate expressions — overlap $\Rightarrow$ match
- Don't ever rely on integers — mental math is faster and

Word-problem skeletons

- Percent of percent:** 20% of 30% of $N = 0.2 \times 0.3 \times N$
- Interest / growth:** $A = P(1+r)^t$
- Work rates:** $1/t_1 + 1/t_2 = 1/t_{\text{together}}$
- Average speed:** total distance / total time (not average of speeds)
- Linear model:** identify slope (rate) and intercept (start) from a table/story
- Inequality stories:** “at least / at most / no more than” $\rightarrow \geq \leq$

Problem solving & data analysis (PSDA)

Topic	Remember
Ratio / proportion	$a/b = c/d \rightarrow ad = bc$ · keep units aligned
Unit rates	Divide carefully; cancel units (mi/h, \$/lb, people/room)
Percent	$\text{part} = \% \times \text{whole}$ · $\% = \text{part/whole} \times 100$
Percent change	$(\text{new}-\text{old})/\text{old} \times 100\%$ · increase vs decrease
Successive %	Multiply factors: $\times 1.08$ then $\times 0.95 \neq$ net -3% always check
Mean / median / mode	avg · middle when ordered · most frequent
Weighted average	$\Sigma(\text{value} \times \text{weight}) / \Sigma \text{weights}$
Range / outliers	$\text{max}-\text{min}$; outliers pull mean more than median
Probability	$\text{favorable}/\text{total}$ · independent: multiply · $P(A \text{ or } B) = P(A) + P(B)$ if disjoint

Student-produced response (grid-in)

- Answers are positive unless the question allows negative (Digital SAT SPR can be negative — follow on-screen rules)
- Fractions OK (e.g. $7/2$); decimals OK (3.5); don't grid mixed numbers (use $7/2$ not $3 \frac{1}{2}$)
- Reduce only if needed for uniqueness — equivalent forms usually accepted if correctly entered
- If multiple answers work, enter one valid value
- Round only when the question says to; otherwise enter exact
- Re-enter carefully — one wrong digit wastes an otherwise correct solve

Last 60 seconds before submit

- ☐ No blanks — guess after eliminating impossibles
- ☐ Re-read what was asked (expression vs value vs units)
- ☐ Flagged: plug choice back into original equation
- ☐ Check SPR entry format one more time
- ☐ Hard Module 2 means strong Module 1 — stay calm and systematic
- ☐ If two choices left, estimate / graph / pick numbers to break the tie