



Team Essential Standards

Topic	Essential Standard
<u>GS.MGSR.1.1</u>	Apply area and volume formulas of two- and three-dimensional figures to solve real-world situations.
<u>GS.MGSR.2.2</u>	Describe and apply a sequence of transformations that maps a preimage onto its image.
<u>GS.MGSR.3.3</u>	Recognize the criteria for showing triangles are congruent using a sequence of rigid motions that map one triangle to another and justify that the two triangles are congruent by applying the Side-Side-Side, Side-Angle-Side, Angle-Side-Angle, Angle-Angle-Side, and Hypotenuse-Leg congruence conditions.
<u>GS.MGSR.4.1</u>	Demonstrate experimentally the properties of dilations given by a center and a scale factor.
<u>GS.MGSR.5.1</u>	Justify and apply the attributes of angle relationships/lines in mathematical and real-world situations.
<u>GS.MGSR.5.3</u>	Apply the attributes of quadrilaterals, including diagonals, sides, and angles, to prove that a given quadrilateral is a parallelogram in mathematical and real-world situations.
<u>GS.MGSR.6.5</u>	Apply trigonometric ratios (sine, cosine, tangent) and the Pythagorean Theorem to solve right triangle problems in real-life situations.
<u>GS.MGSR.7.2</u>	Investigate and apply relationships in circles, inscribed angles, radii, secants, and chords; among inscribed angles, central angles, and circumscribed angles; and between radii and tangents to circles.
<u>GS.PAFR.1.2</u>	Analyze slopes of lines to determine whether lines are parallel, perpendicular, or neither.
<u>GS.PAFR.2.1</u>	Describe the results of transformations on a given figure using geometric terminology from the definitions of the transformations.
<u>GS.PAFR.2.2</u>	Analyze slopes of lines to determine whether lines are parallel, perpendicular, or neither.
<u>GS.PAFR.3.2</u>	Determine distance and midpoint of segments in a coordinate plane to find areas of triangles and quadrilaterals, when given coordinates.
<u>Standards Evaluation</u>	