

Geometry

Number & Operations	Geometry	Algebra
<p>1.01 Use the trigonometric ratios to model and solve problems involving right triangles.</p> <p>1.02 Use length, area, and volume of geometric figures to solve problems. Include arc length, area of sectors of circles; lateral area, surface area, and volume of three-dimensional figures; and perimeter, area, and volume of composite figures.</p> <p>1.03 Use length, area, and volume to model and solve problems involving probability.</p>	<p>2.01 Use logic and deductive reasoning to draw conclusions and solve problems.</p> <p>2.02 Apply properties, definitions, and theorems of angles and lines to solve problems and write proofs.</p> <p>2.03 Apply properties, definitions, and theorems of two-dimensional figures to solve problems and write proofs:</p> <ul style="list-style-type: none">a) Triangles.b) Quadrilaterals.c) Other polygons.d) Circles. <p>2.04 Develop and apply properties of solids to solve problems.</p>	<p>3.01 Describe the transformation (translation, reflection, rotation, dilation) of polygons in the coordinate plane in simple algebraic terms.</p> <p>3.02 Use matrix operations (addition, subtraction, multiplication, scalar multiplication) to describe the transformation of polygons in the coordinate plane.</p>