									Geometric R	easoning (G	R)								
Kind	ergarten	G	irade 1	(Grade 2	G	rade 3		Grade 4	(Grade 5		Grade 6		Grade 7		Grade 8	Gr	rades 9-12
MA.K.GR.1 Identify, compare and compose two- and three- dimensional figures.	MA.K.GR.1.1 Identify two- and three- dimensional figures regardless of	MA.1.GR.1 Identify and analyze two- and three-dimensional figures based on their defining attributes.	MA.1.GR.1.1 identify.compare and sort two- and three-dimensional figures based on their defining attributes. Figures are limited to circles, semi- circles, triangles, rectangles, squares, trapeoutids, hexagons, spheres, cubes, rectangular prisms, cones and cylinders. MA.1.GR.1.2 Sketch two-dimensional figures when given defining attributes.	MA.2.GR.1 Identify and analyze two- dimensional figures and identify lines	MA.2.GR.1.1 Identify and draw two-dimensional figures based on their defining attributes. Figures are limited to	MA.3.GR.1 Describe and identify relationships between lines and classify quadrilaterals.	MA.3.GR.1.1 Describe and draw points, lines, line segments, ray, intersecting lines, perpendicular lines and parallel lines, ledentify these in two dimensional figures. MA.3.GR.1.2 Identify and draw quadrilaterals based on their defining attributes.	MA.4.GR.1 Draw, classify and measure angles.	MA.4.GR.1.1 Informally explore angles as an attribute of two-dimensional	MA.5.GR.1 Classify two- dimensional figure and three- dimensional figure based on defining attributes.	MA.5.GR.1.1 Classify triangles or quadrilaterals into different categories based on S shared defining attributes. Explain why a triangle or quadrilateral	MA.6.GR.1 Apply previous understanding of the coordinate plane to solve problems.	MA.6.GR.1.1	MA.7.GR.1 Solve problems involving two- dimensional e figures, including	MA.7.GR.1.1 Apply formulas to find the areas o trapezoids, parallelograms and rhombi. MA.7.GR.1.2 Solve mathematical or real-world problems invoking the area of	MA.8.GR.1	MA.8.GR.1.1 Apply the Pythagorean Theorem to solve mathematical and real-worl problems involving unknown side lengths in right triangles.	MA.912.GR.1 Prove and apply geometric theorems to solve problems.	MA.912.CGR.1.1 Prove relationships and theorems about lines and angles. Solve mathematical and real-world problems involving postulates, relationships and theorems of lines and angles. MA.912.CGR.1.2 Prove triangle congruence or similarity using side-side-side. Side-Side Side-Side Side-Side Side-Side Side-Side Side-Side-Side-Side-Side-Side-Side-Side-
	differences and positions. Sort two- isminating subset on their similarities and differences. Figures rectangles and squares. MAK.GR.1.3 Compare three-dimensional figures based on their similarities, differences and positions. Sort their similarities and differences. rubers comes and cylinders.		Figures are initied to triangles, rectangles, squares and hexagons. MA.1.GR.1.3 Compose and decompose two- and three-dimensional figures. Figures are limited to sami-scribe, trageciotic, hexagons, cubes, trageciotic, hexagons, cubes, rectangular prisms, cores and cylinders.		length of sides, number of vertices, whether they are closed on or tain and whether the edges are curved or straight. MA.2.GR.1.3 Identify line(s) of symmetry for a two-dimensional figure.		Quadriterals include parallelograms, homb, rectangles, squares and trapezoids. MA.3.GR.1.3 Draw line(s) of symmetry in a two- dimensional figure and dentify line-symmetric two-dimensional figures.		whole number degrees and daws angles of specified measure in whole number degrees. Demonstrate that angle measure additive. MA.4.G.R.1.3 Solve resel-world and mathematic problems involving undrown whole number angle measures. Write an equation to represent th unknown.	al	based on their defining attributes Figures are limited to right pyramids, right prisms, right circular cylinder, right circular cones and spheres.		coordinate revenented on the coordinate, represented on the coordinate plane. MA.6.GR.1.3 Solve mathematical and real-worl problems by plotting points on a coordinate plane, including finding the perimeter or area of a rectangle.		polygons or composite figures by decomposite them into triangles or quadrilaterals. MA.7.GR.1.3 Explore the proportional relationship between circumferences and diameters of circles. Apply a formula for the circumference of a circle to solve mathematical and real-world problems.		problems involving the distance between two points in a coordinate plane. MA.8.GR.1.3 Use the Traingle Inequality Theorem to determine if a single can be formed from a gives set of dise. Use the fythagorean Theorem to determine if a night		Angle Side, Angle Side Angle, Angle Angle Side, Angle Angle and Hypotenuse-teg. MA.912.GR.1.3 Prove relationships and theorems about triangler. Solve mathematical and real-world problems involving potulates, relationships and theorems of triangles.
	MA.K.GR.1.4 Find real-world objects that can be modeled by a given two- or three- dimensional figure. Figures are limited to circles, triangles, rectangles, squares, spheres, cubes, cones and cylinders.		MA.1.GR.1.4 Given a real-world object, identify parts that are modeled by two- and three-dimensional figures. Figures are limited to semi-circles, triangles, rectangles, guares and hexagons, spheres, cubes, rectangular prisms, cones and cylinders.												MA.7.GR.1.4 Explore and apply a formula to find the area of a circle to solve mathematical and real-world problems.		MA.8.GR.1.4 Solve mathematical problems involving the relationships between supplementary, complementary, vertical or adjacent angles.		MA.912.GR.1.4 Prove relationships and theorems about parallelograms. Solve mathematical and real-world problems involving postulates, relationships and theorems of parallelograms.
	MA.K.GR.1.5 Combine two-dimensional figures to form a given composite figure. Figures used to form a composite shape are limited to triangles, rectangles and squares.		-												MA.7.CR.1.5 Solve mathematical and real-work problems involving dimensions an areas of geometric figures, including scale drawings and scale factors.	d	MA.8.GR.1.5 Solve problems involving the relationships of interior and exterior angles of a triangle. MA.8.GR.1.6 Develop and use formulas for the sums of the interior angles of regular polypoints by decomposing them into triangles.		MA.912.GR.1.5 Prove relationskips and theorems about trapezoids. Solve mathematical and real-world problems involving postuliates, relationships and theorems of trapezoids. MA.912.GR.1.6 Solve mathematical and real-world problems involving congruence or similarity in two-dimensional figures.

MA.2.GR.2	MA.2.GR.2.1	MA.3.GR.2	MA.3.GR.2.1	MA.4.GR.2	MA.4.GR.2.1	MA.5.GR.2	MA.5.GR.2.1	MA.6.GR.2	MA.6.GR.2.1	MA.7.GR.2	MA.7.GR.2.1	MA.8.GR.2	MA.8.GR.2.1	MA.912.GR.2	MA.912.GR.2.1
Describe perimeter	Explore perimeter as an attribute	Solve problems	Explore area as an attribute of a	Solve problems	Solve perimeter and area		Find the perimeter and area of a	Model and solve	Derive a formula for the area of a	Solve problems	Given a mathematical or real-	Understand	Given a preimage and image		Given a preimage and image,
and final dates	of a figure by placing unit	· · · ·	two-dimensional figure by		mathematical and real-world problems, including problems with		rectangle with fractional or decimal side lengths using visual		right triangle using a rectangle. Apply a formula to find the area o		world context, find the surface area of a right circular cylinder	similarity and	generated by a single transformation, identify the		describe the transformation and represent the transformation
					unknown sides, for rectangles with	rectangles with	models and formulas.	two-dimensional		dimensional	using the figure's net.	congruence using	transformation that describes the	describe	algebraically using coordinates.
pelurierer of	perimeters of rectangles by	of rostanglas	Find areas of rectangles by	of rectangles.	whole-number side lengths.	fractional or		figures and three-		figures, including		models and	relationship.		
polygons.	counting unit segments.	of rectangles.	counting unit squares.	or rectangles.										congruence or	
						decimal side		dimensional		right circular		transformations.		similarity.	
						lengths.		figures.		cylinders.					
	MA.2.GR.2.2		MA.3.GR.2.2		MA.4.GR.2.2				MA.6.GR.2.2		MA.7.GR.2.2		MA.8.GR.2.2		MA.912.GR.2.2
	Find the perimeter of a polygon with whole-number side lengths.		Find the area of a rectangle with whole-number side lengths using a		Solve problems involving rectangles with the same				Solve mathematical and real-work	1	Solve real-world problems		Given a preimage and image		Identify transformations that do o do not preserve distance.
	Polygons are limited to triangles,		visual model and a multiplication		perimeter and different areas or				problems involving the area of quadrilaterals and composite		involving surface area of right circular cylinders.		generated by a single dilation, identify the scale factor that		uo not preserve distance.
	rectangles, squares and pentagons.		formula.		with the same area and different				figures by decomposing them into				describes the relationship.		
					perimeters.				triangles or rectangles.						
			MA.3.GR.2.3						MA.6.GR.2.3		MA.7.GR.2.3		MA.8.GR.2.3		MA.912.GR.2.3
			Solve mathematical and real-world						Solve mathematical and real-work	1	Solve mathematical and real-work		Describe and apply the effect of a		Specify a sequence of
			problems involving the perimeter						problems involving the volume of		problems involving volume of right		single transformation on two-		transformations that will map a
			and area of rectangles with whole-						right rectangular prisms with		circular cylinders.		dimensional figures using		given figure onto itself or onto
			number side lengths using a visual model and a formula.						positive rational number edge lengths using a visual model and a				coordinates and the coordinate plane.		another congruent or similar figure.
									formula.						
			MA.3.GR.2.4						MA.6.GR.2.4				MA.8.GR.2.4		MA.912.GR.2.4
			Solve mathematical and real-world problems involving the perimeter						Given a mathematical or real- world context, find the surface				Solve mathematical and real-world problems involving proportional		Determine symmetries of reflection, symmetries of rotation
			and area of composite figures						area of right rectangular prisms				relationships between similar		and symmetries of translation of a
			composed of non-overlapping						and right rectangular pyramids				triangles.		geometric figure.
			rectangles with whole-number side lengths.						using the figure's net.						
			iciguiz.												
															MA.912.GR.2.5
															Given a geometric figure and a
															sequence of transformations, dra the transformed figure on a
															coordinate plane.
															MA.912.GR.2.6
															Apply rigid transformations to ma one figure onto another to justify
															that the two figures are congruer
															MA.912.GR.2.7
															Justify the criteria for triangle congruence using the definition of
															congruence using the definition of congruence in terms of rigid
															transformations.
															MA.912.GR.2.8
															MA.912.GR.2.8 Apply an appropriate
															transformation to map one figure
															onto another to justify that the
															two figures are similar.
															MA.912.GR.2.9
															Justify the criteria for triangle
															similarity using the definition of
															similarity in terms of non-rigid
															transformations.

MA.5.GR.3	MA.5.GR.3.1	MA.912.GR.3	MA.912.GR.3.1
Solve problems	Explore volume as an attribute of three-dimensional figures by	Use coordinate	Determine the weighted average of two or more points on a line.
involving the	packing them with unit cubes	geometry to solve	or two or more points on a line.
volume of right	without gaps. Find the volume of a circle and gaption and on which whole	problems or prove	
rectangular prisms	right rectangular prism with whole-	relationships.	
	unit cubes.		
	MA.5.GR.3.2		MA.912.GR.3.2
	Find the volume of a right rectangular prime with whole-		Given a mathematical context, use coordinate geometry to classify or
	number side lengths using a visual model and a functional side of the side of		justify definitions, properties and
	model and a formula.		theorems involving circles, triangles or quadrilaterals.
	MA.5.GR.3.3		MA.912.GR.3.3
	Solve real-world problems		Use coordinate geometry to solve
	involving the volume of right rectangular provided in the second s		mathematical and real-world geometric problems involving
	problems with an unknown edge		lines, circles, triangles and
	length, with whole-number edge lengths using a visual model or a		quadrilaterals.
	formula. Write an equation with a		
	variable for the unknown to represent the problem.		
	represent the products.		
			MA.912.GR.3.4
			Use coordinate geometry to solve
			mathematical and real-world
			problems on the coordinate plane involving perimeter or area of
			polygons.
MA.5.GR.4	MA.5.GR.4.1	MA.912.GR.4	MA.912.GR.4.1
Plot points and	Identify the origin and axes in the coordinate system. Not and label	Use geometric	Identify the shapes of two- dimensional cross-sections of three
represent	ordered pairs in the first quadrant	measurement and	dimensional figures.
problems on the	of the coordinate plane.	dimensions to	
coordinate plane.		solve problems.	MA.912.GR.4.2
	Represent mathematical and real-		
			Identify three-dimensional objects
	world problems by plotting points in the first quadrant of the		Identify three-dimensional objects generated by rotations of two-
	world problems by plotting points in the first quadrant of the coordinate plane and intergret		Identify three-dimensional objects
	world problems by plotting points in the first quadrant of the		Identify three-dimensional objects generated by rotations of two-
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two-
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by relations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how dilations affect the area of two-dimensional figure
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how illiations affect the
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how dilations affect the area of two-dimensional figures and the surface area or volume of
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how dilations affect the area of two-dimensional figures and the surface area or volume of
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by practitations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how dilations affect the area of two-dimensional figures. and the surface area or volume of three-dimensional figures. MA.912.GR.4.4 Soke mathematical and reak-world
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how dilations affect the area of two-dimensional figures and the surface area or volume of three-dimensional figures. MA.912.GR.4.4 Solve mathematical and real-world problems involumg the area of two
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how alliations affect the area of two-dimensional figures and the surface area or volume of three-dimensional figures. MA.912.GR.4.4 Solve mathematical and real-world problems involving the area of two dimensional figures.
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	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how validations affect that are a of two-dimensional figures and three-dimensional figures. MA.912.GR.4.5 Solve mathematical and reak-world problems involving the area of two dimensional figures. MA.912.GR.4.5 Solve mathematical and reak-world problems involving the values of three-dimensional figures.
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how dilations affect the area of two-dimensional figures and the surface area or volume of three-dimensional figures. MA.912.GR.4.4 Solve mathematical and real-world problems involving the value of two dimensional figures.
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rectations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how ulicitions affect that are a of two-dimensional figures and the diartons figures. MA.912.GR.4.5 Solve mathematical and real-work problems involving the values of the advection of the scale of the dimensional figures.
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rectations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how utiliations affect that are a of two-dimensional figures and the surface area or volume of three-dimensional figures. MA.912.GR.4.1 Solve mathematical and rest-work cimensional figures. MA.912.GR.4.5 Solve mathematical the area of two dimensional figures.
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional abjects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how dilations affect the area of two-dimensional figures and the surface area or volume of three-dimensional figures. MA.912.GR.4.4 Solve mathematical and real-work problems involving the veloa of two dimensional figures. Solve mathematical and real-work problems involving the veloa of two dimensional figures. MA.912.GR.4.5 Solve mathematical and real-work problems involving the veloand figures inveloand figures inveloand three-dimensional figures inveloand to cylinders, pramids, prisms, comes and spheres.
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional adjects generated by rotations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how utiliations affect the area of two-dimensional figures and the surface area or volume of three-dimensional figures. MA.912.GR.4.4 Solve mathematical and real-work problems involving the aveland three- dimensional figures. Solve mathematical and real-work problems involving the volume of three-dimensional figures. Solve mathematical and real-work problems involving the volume of three-dimensional figures. Solve mathematical and real-work problems.
	world problems by plotting points in the first quarket of the coordinate plane and interpret		Identify three-dimensional objects generated by rectations of two- dimensional figures. MA.912.GR.4.3 Extend previous understanding of scale drawings and scale factors to determine how utiliations affect that are a of two-dimensional figures and the surface are ar of volume of three-dimensional figures. MA.912.GR.4.4 Sche mathematical and real-south problems innoving the area of two dimensional figures. MA.912.GR.4.5 Sche mathematical and real-south problems innoving the volume of the e-dimensional figures innite to cylinder, pyramids, prism, cones and spheres.
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MA.912.GR.5 Make formal geometric	MA.912.GR.5.1 Construct a copy of a segment or an angle.
constructions with a variety of tools	MA.912.GR.5.2 Construct the bisector of a segment or an angle, including the
and methods.	perpendicular bisector of a line segment. MA.912.GR.5.3
	Construct the inscribed and circumscribed circles of a triangle.
	MA.912.GR.5.4 Construct a regular polygon inscribed in a circle. Regular
	polygons are limited to triangles, quadrilaterals and hexagons. MA.912.GR.5.5
	Given a point outside a circle, construct a line tangent to the circle that passes through the
MA.912.GR.6	given point. MA.912.GR.6.1
Use properties and theorems related	Solve mathematical and real-world problems involving the length of a secant, tangent, segment or chord in a given circle.
to threes.	MA.912.GR.6.2 Solve mathematical and real-work
	problems involving the measures of arcs and related angles. MA.912.GR.6.3
	Solve mathematical problems involving triangles and quadrilaterals inscribed in a circle
	MA.912.GR.6.4 Solve mathematical and real-wo problems involving the arc lenge and area of a sector in a given
	circle. MA.912.GR.6.5 Apply transformations to prove that all circles are similar.

Add program in the second s	MA.912.GR.7	MA.912.GR.7.1
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context. MA-322.GR.7.8 Given a mathematical or world context, detive and the yest retaures. MA-321.GR.7.9 Graph and solve mathema real-world problems that: mathematical or world context. MA-321.GR.7.9 Graph and solve mathema real-world problems that: mathematical or typetrola. Determine and typetrola. Determine and typetrola. Determine and typetrola. Determine and typetrola.		
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Given a mathematical or water derive and the equation of a hyperbo key features. MA-302 Graph and solve mathema real-world problems that : hyperbola. Determine and hyperbola. Determine and hyperbola.		MA.912.GR.7.8
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