

Name: Woods		Grading Quarter: 3	Week Beginning: 2/19/24
School Year: 23-24		Subject: Geometry	
Monday	Notes:	No School	Academic Standards:
Tuesday	Notes:	<p>Objective: Students will be able to create 2D representations of 3D figures.</p> <p>Lesson Overview: Use technology to view/manipulate 3D figures and sketch top, front, and side views.</p>	<p>Academic Standards: G.MG.1 Apply geometric concepts in modeling situations. Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder).</p>
Wednesday	Notes:	<p>Objective: Students will be able to show mastery of Module 2 concepts.</p> <p>Lesson Overview: Review game using questions from the end of Module 2 in McGraw-Hill textbook Group whiteboard review</p>	<p>Academic Standards:  G.CO.2 Represent transformations in the plane using, e.g., transparencies and geometry software; describe transformations as functions that take points in the plane as inputs and give other points as outputs. Compare transformations that preserve distance and angle to those that do not (e.g., translation versus horizontal stretch). G.GMD.3 Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems.</p>

Thursday	Notes:	<p>Objective: Students will be able to show mastery of Module 2 concepts.</p> <p>Lesson Overview: Review guide (teacher created) with parallel questions to the Mod 2 Assessment Independent review</p>	<p>Academic Standards:</p> <p>G.CO.2 Represent transformations in the plane using, e.g., transparencies and geometry software; describe transformations as functions that take points in the plane as inputs and give other points as outputs. Compare transformations that preserve distance and angle to those that do not (e.g., translation versus horizontal stretch).</p> <p>G.GMD.3 Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems.</p>
Friday	Notes:	<p>Objective: Students will be able to show mastery of Module 2 concepts.</p> <p>Lesson Overview: Module 2 Assessment</p>	<p>Academic Standards:</p> <p>G.CO.2 Represent transformations in the plane using, e.g., transparencies and geometry software; describe transformations as functions that take points in the plane as inputs and give other points as outputs. Compare transformations that preserve distance and angle to those that do not (e.g., translation versus horizontal stretch).</p> <p>G.GMD.3 Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems.</p>