CURRICULUM MAP

Course Title: Math

UNIT/ORGANIZING PRINCIPLE: Geometry   **PACING:10**

UNIT NUMBER: Ch. 14

ESSENTIAL QUESTIONS:	How can geometric shapes help me solve real-world problems?			
CONCEPTS/ CONTENT (outcomes)	LEARNING TARGETS/SKILLS (Performance Tasks)	BENCHMARKS	KEY TERMINOLOGY	ACTIVITIES/ RESOURCES
Lesson 1: Hands On : Angles 3.G.1	I can place shapes into categories depending upon their attributes.		Angle Vertex Right angle Ray Endpoint	Geoboards Rubber bands Index cards Pattern blocks
Lesson 2: Polygons 3.G.1	I can place shapes into categories depending upon their attributes.		Polygon Pentagon Hexagon Octagon Triangle Attribute Quadrilateral Triangle Attribute Quadrilateral	
Lesson 3: Hand On: Triangles 3.G.1	I can place shapes into categories depending upon their attributes.		Right triangle	

Lesson 4: Quadrilaterals 3.G.1	**I can place shapes into categories depending upon their attributes.**		**Parallelogram Parallel Square Rectangle Rhombus Trapezoid**	
Lesson 5: Shared Attributes of Quadrilaterals 3.G.1	**I can place shapes into categories depending upon their attributes.**			
Lesson 6: Problem Solving Investigation: Guess, Check, and Revise 3.G.1	**I can place shapes into categories depending upon their attributes.**			
Lesson 7: Partition Shapes 3.G.2	**I can divide shapes into parts with equal areas and show those areas as fractions.**			**Pattern blocks**