

Essential Standards: Geometry

Essential	Very Important		Important		
Geometry (22 essential standards, 11 very important, 11 important)					
Congruence - CO					
A. Experiment with transformations in the plane	G-CO.A.1	G-CO.A.2	G-CO.A.3	G-CO.A.4	G-CO.A.5
B. Understand congruence in terms of rigid motions	G-CO.B.6	G-CO.B.7	G-CO.B.8		
C. Prove geometric theorems	G-CO.C.9	G-CO.C.10	G-CO.C.11		
D. Make geometric constructions	G-CO.D.12	G-CO.D.13			
Similarity, Right Triangles, and Trigonometry - SRT					
A. Understand similarity in terms of similarity transformations	G-SRT.A.1a	G-SRT.A.1b	G-SRT.A.2	G-SRT.A.3	
B. Prove theorems involving similarity	G-SRT.B.4	G-SRT.B.5			
C. Define trigonometric ratios and solve problems involving right triangles	G-SRT.C.6	G-SRT.C.7	G-SRT.C.8		
D. Apply trigonometry to general triangles	G-SRT.D.9	G-SRT.D.10	G-SRT.D.11		
Circles - C					
A. Understand and apply theorems about circles	G-C.A.1	G-C.A.2	G-C.A.3	G-C.A.4	
B. Find arc lengths and areas of sectors of circles	G-C.B.5				
Expressing Geometric Properties with Equations - GPE					
A. Translate between the geometric description and the equation for a conic section	G-GPE.A.1	G-GPE.A.2	G-GPE.A.3		
B. Use coordinates to prove simple geometric theorems algebraically	G-GPE.B.4	G-GPE.B.5	G-GPE.B.6	G-GPE.B.7	
Geometric Measurement and Dimension - GMD					
A. Explain volume formulas and use them to solve problems	G-GMD.A.1	G-GMD.A.2	G-GMD.A.3		
B. Visualize relationships between two-dimensional and three-dimensional objects	G-GMD.B.4				
Modeling with Geometry - MG					
A. Apply geometric concepts in modeling situations	G-MG.A.1	G-MG.A.2	G-MG.A.3		