

# Geometry

## Congruence

### A Experiment with transformations in the plane. G.CO.A

- 5 Demonstrate the ability to rotate, reflect or translate a figure, and determine a possible sequence of transformations between two congruent figures. G.CO.A.5
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### B Understand congruence in terms of rigid motions. G.CO.B

- 6 Develop the definition of congruence in terms of rigid motions. G.CO.B.6
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### C Prove geometric theorems. G.CO.C

- 10 Prove theorems about polygons. G.CO.C.10
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### D Make geometric constructions. G.CO.D

- 11 Construct geometric figures using various tools and methods. G.CO.D.11
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## Similarity, Right Triangles, and Trigonometry

### B Prove theorems involving similarity. G.SRT.B

- 4 Use congruence and similarity criteria for triangles to solve problems and to prove relationships in geometric figures. G.SRT.B.4
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### C Define trigonometric ratios, solve problems involving right triangles. G.SRT.C

- 7 Use trigonometric ratios and the Pythagorean Theorem to solve right triangles. G.SRT.C.7
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## Expressing Geometric Properties with Equations

### B Use coordinates to prove geometric theorems algebraically. G.GPE.B

- 3 Use coordinates to prove geometric theorems algebraically. G.GPE.B.3
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## Geometric Measurement and Dimension

### A Explain volume formulas and use them to solve problems. G.GMD.A

- 2 Use volume formulas for cylinders, pyramids, cones, spheres and composite figures to solve problems. G.GMD.A.2
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## Modeling with Geometry

### A Apply geometric concepts in modeling situations. G.MG.A

- 3 Apply geometric methods to solve design mathematical modeling problems. G.MG.A.3
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## Conditional Probability and the Rules of Probability

**A Understand independence and conditional probability and use them to interpret data.** [G.CP.A](#)

- 2 Understand the definition of independent events and use it to solve problems. [G.CP.A.2](#)
- 5 Recognize and explain the concepts of conditional probability and independence in a context. [G.CP.A.5](#)