NC Math 3 Course Overview D – Modeling with Geometry

This section of Math 3 will cover the following standards...

NC.M3.G-GPE.1 Derive the equation of a circle of given center and radius using the Pythagorean Theorem; complete the square to find the center and redius of a circle given by an equation.

NC.M3.G-GMD.3 Use volume formulas for prisms, cylinders, pyramids, cones, and spheres to solve problems.

NC.M3.G-GMD.4 Identify the shapes of two-dimensional cross-sections of three-dimensional objects, and identify three-dimensional objects generated by rotations of two-dimensional objects.

NC.M3.G-MG.1 Apply geometric concepts in modeling situations.

- Use geometric and algebraic concepts to solve problems in modeling situations.
- Use geometric shapes, their measures, and their properties to model real-life objects.
- Use geometric formulas and algebraic functions to model relationships.
- Apply concepts of density based on area and volume.
- Apply geometric concepts to solve design and optimization problems.

NC.M3.G-CO.14 Apply properties, definitions, and theorems of two-dimensional figures to prove geometric theorems and solve problems.

Tentative Date for Test D: Thursday, January 17, 2019

Date	I can	A#	Assignment	Follow-Up?
12/19/18				
12/20/18				
12/21/18				
1/04/19				

Date	I can	A#	Assignment	Follow-Up?
1/07/19				
1/08/19				
1/09/19				
1/10/19				
1/11/19				
1/14/19				
1/15/19				
1/16/19				
1/17/19	I can demonstrate mastery of the above "I can" statements.		Unit D Test	