| Name: <br> Woods |  |  | Grading Quarter: 3 | Week Beginning: $2 / 05 / 24$ |
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| School Year: 23-24 |  |  | Subject: Geometry |  |
| $\begin{aligned} & 3 \\ & \text { ㅇ } \\ & \frac{1}{2} \\ & \stackrel{2}{2} \end{aligned}$ | Notes: | Objective: Students will be able to perform translations in the plane. <br> Lesson Overview: <br> Define terms - rigid transformation, translation, rotation, reflection Complete translations both on and off the coordinate plane. |  | Academic Standards: <br> 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). |
| $\begin{aligned} & \text {-1 } \\ & \stackrel{1}{0} \\ & 0 \\ & \stackrel{0}{2} \end{aligned}$ | Notes: | Obj refle <br> Less Prac coor Stud | will be able to perform lane. <br> and reflections both on Give formulas. Finish with m: Transformation Golf | Academic Standards: <br> 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). |
| $\begin{aligned} & \sum \\ & \dot{D} \\ & \stackrel{0}{\lambda} \\ & \stackrel{N}{N} \\ & 0 \\ & \stackrel{0}{2} \end{aligned}$ | Notes: | Obje thre <br> Less <br> Nam <br> shap | will be able to calculat objects. <br> ying prisms and pyramid d spheres. Give volume | Academic Standards: <br> G.GMD. 3 <br> Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems. |
|  | Notes: | Obje <br> area <br> Less <br> Nam <br> shap | will be able to calculat nsional objects. <br> ying prisms and pyramid d spheres. Give surface | Academic Standards: <br> G.GMD. 3 <br> Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems. |


| $\begin{aligned} & \frac{\pi}{2} . \\ & \stackrel{2}{2} \end{aligned}$ | Notes: | Objective: Students will be able to explore rigid transformations. <br> Lesson Overview: <br> Review transformations with Student.desmos.com: <br> Polygraph | Academic Standards: <br> 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). |
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