Math Content Standard Level 3: Geometry

Adult learners will begin to reason, problem solve, communicate, and make real life connections using geometry.

Benchmarks On exit of this level, learner is able to:	Applications Examples of how/where learners will use this skill:	I do it well enough	I want to work on it	I don't need to work on this now
3.7.1 Understand perpendicular, parallel, and intersecting lines.	• Draw a picture of your living room. • Draw a picture of a doghouse.			
3.7.2 Identify the faces, edges, and vertices of basic three-dimensional geometric solids.	• Count the faces of a cube and a prism. • Draw a pyramid. • Describe the shape of the face of a prism.			
3.7.3 Associate an angle with a certain amount of turning, knowing that angles are measured in degrees.	• Understand that 90°, 180°, 270°, and 360° are associated with ¼, ½, and ¾ and full turns. • Show that angles on a straight line add up to 180° and angles surrounding a point add up to 360°.			
3.7.4 Measure angles with a protractor	• Classify angles as acute, right, obtuse, or straight. • Find three examples of these in the classroom.			
3.7.5 Know the sum of the interior angles of a triangle (180°) and a quadrilateral (360°).	• Calculate the sum of the interior angles of a triangle. • Calculate the sum of the interior angles of a quadrilateral. • Use these properties to solve problems.			

Name: _____   Date: _____