

MATH CONTENT STANDARD LEVEL 4: MEASUREMENT AND GEOMETRY

Adult learners will develop and apply measurement and geometry to solve a variety of real-life problems and to determine if the results are reasonable.

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
4.6.1 Understand and apply basic properties of lines, angles, and triangles	<ul style="list-style-type: none"> • Determine stage or house lighting to develop a mood. • Create a set design. • Map houses and streets in a neighborhood. • Read a landscaping blueprint. 			
4.6.2 Draw, construct, and solve geometric figures.	<ul style="list-style-type: none"> • Place furniture in a room in a house. • Draw a garden and place trees, plants, and shrubs. 			
4.6.3 Apply the Pythagorean Theorem to solve problems	<ul style="list-style-type: none"> • Use the theorem to determine the length of a shadow of a tree at noon. • Determine the height of a given object. 			
4.6.4 Understand the concept of volume, surface area, and applications of formulas.	<ul style="list-style-type: none"> • Describe how this could be used by surveyors. • Job shadow a surveyor or an engineer. 			
4.6.5 Understand polygons	<ul style="list-style-type: none"> • Draw a polygon. • Identify related objects in a toy box. • Identify an artistic display of polygons in stained glass. 			
4.6.6 Visualize solids and apply the concepts of transformation and symmetry.	<ul style="list-style-type: none"> • Sketch a variety of two-dimensional representations of three-dimensional solids. • Measure and draw a classroom to scale. 			
4.6.7 Understand and use dilation.	<ul style="list-style-type: none"> • Change house plans. • Estimate prices when comparing reductions or increases in scale models. 			
4.6.8 Understand and use reflective and rotational symmetries of two- dimensional shapes.	<ul style="list-style-type: none"> • Relate these transformations to solve problems. • Design a tattoo using various two-dimensional shapes. • Cut out a dress pattern on material and put it together. • Fit quilt pieces together to make a specific shape. 			

Name: _____

Date: _____