

Common Core Standards - Resource Page

The resources below have been created to assist teachers' understanding and to aid instruction of this standard.

Domain	Standard: G.GMD.1 - Give an informal argument for the formulas for the circumference of a circle, area of a circle, volume of a cylinder, pyramid, and cone. Use dissection arguments, Cavalieri's principle, and informal limit arguments.
<p><u>Geometric Measurement and Dimension</u> Explain volume formulas and use them to solve problems</p>	<p><u>Questions to Focus Learning</u></p> <p>How are the formulas for the circumference and area of a circle derived? How are the formulas for the volume of cylinders, pyramids, and cones derived?</p> <p>Formulas for circumference, area, and volume can be derived by manipulating figures into simpler shapes.</p> <p><u>Student Friendly Objectives</u></p> <p><i>Knowledge Targets</i></p> <p>I know the formula for the circumference of a circle. I know the formula for the area of a circle. I know the formula for the volume of a cylinder. I know the formula for the volume of a pyramid. I know the formula of the volume of a cone. I know Cavalieri's principle.</p> <p><i>Reasoning Targets</i></p> <p>I can use dissection, Cavalieri's principle, and/or limits to justify an informal argument for the circumference of a circle, the area of a circle, and the volume of a cylinder/pyramid/cone.</p> <p><u>Vocabulary</u></p> <p>Cavalieri's Principle dissection limits (informal) oblique</p>

Teacher Tips

Informal arguments for area and volume formulas can make use of the way in which area and volume scale under similarity transformations: when one figure in the plane results from another by applying a similarity transformation with scale factor k , its area is k^2 times the area of the first. Similarly, volumes of solid figures scale by k^3 under a similarity transformation with scale factor k .

Vertical Progression

G.GMD.2 - Give an informal argument using Cavalieri's principle for the formulas for the volume of a sphere and other solid figures.

G.GMD.3 - Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems. *(Modeling Standard)

The above information and more can be accessed for free on the [Wiki-Teacher](#) website.

Direct link for this standard: [G.GMD.1](#)