

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.MG.3 - Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios). *(Modeling Standard)
<u>Modeling with Geometry</u> Apply geometric concepts in modeling situations	<p><u>Questions to Focus Learning</u> How can I apply geometry to solve complex real-world problems?</p> <p>Geometry can be used to solve complex real-world problems.</p> <p><u>Student Friendly Objectives</u> <i>Reasoning Targets</i></p> <p>I can apply previously learned knowledge to solve real-world problems, including complex situations.</p> <p><u>Vocabulary</u></p> <p><u>Teacher Tips</u> This standard is much like a capstone of all standards and should be incorporated throughout the course when appropriate. The applications of geometry in this standard can be very complex, and should stretch students' knowledge as much as possible.</p> <p><u>Vertical Progression</u></p>

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

Direct link for this standard: [G.MG.3](#)