Unit 9: Geometric Shapes and Angles

Content Area: **Math**
Course(s): **Math**
Time Period: **May**
Length: **3-4 weeks**
Status: **Published**

Enduring Understandings

SWBAT:

- Explain how to find the circumference of a circle.
- Find the areas of circles and composite figures.
- Solve problems involving angle measures.
- Construct a polygon

Essential Questions

How can we:

- Find the circumference of a circle
  - Explain the relationship between the diameter and circumference of a circle.
  - Use a formula to find the circumference of a circle

- Find the area of a circle
  - Estimate the area of a circle.
  - Use a formula to find the area of a circle

- Find perimeters and areas of composite figures.
  - Use a grid to estimate perimeters and areas.
  - Identify the shapes that make up a composite figure.
  - Find the perimeters and areas of shapes that make up composite figures

- Construct a polygon with given measures
  - Use technology to draw polygons.
  - Determine whether given measures result in one triangle, many triangles, or no triangle.
  - Draw polygons given angle measures or side lengths

- Use facts about angle relationships to find unknown angle measures
  - Identify adjacent, complementary, supplementary, and vertical angles.
  - Use equations to find unknown angle measures.
  - Find unknown angle measures in real-life situations

Benchmark Assessments

Schoolwide Benchmark assessments:

- Linkit Benchmarks (Form A in September, Form B in January, Form C in June): Linked to NJSLA standards

Additional Benchmarks used in this unit:

- IXL Diagnostic + continued practice during IXL periods

Formative Assessments

Formative Assessments used in this unit:

- Kahoot! Games
- Quizizz Games
- Homework
- Q & A
- Scavenger Hunts
- Coloring Activities
- Task Cards
- Partner Activities

Summative Assessments

Summative assessments for this unit:

- Chapter Test
- Quizzes

Instructional Materials

1. Big Ideas Math: Math & You 6th Grade Textbook

2. Quizizz
3. Kahoot!
4. Scavenger Hunts
5. Task Cards
6. Coloring Activities
7. GimKit

Standards