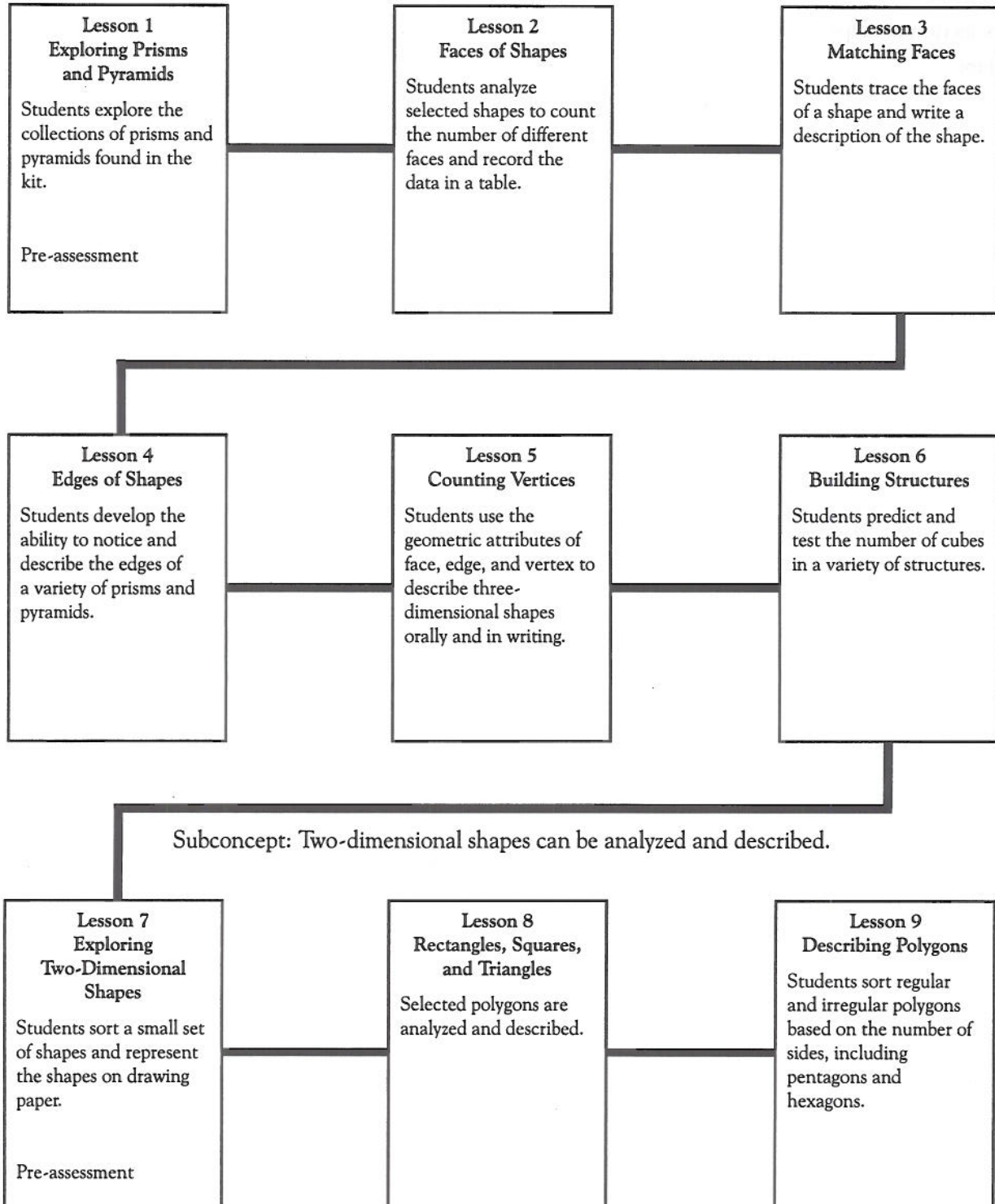


Conceptual Story

Developing Geometric Logic: Rows and Columns

Big Idea: Geometry is a means to describe the physical world.

Subconcept: Three-dimensional shapes can be analyzed and described.



Lesson 10
Describing Symmetry
 Students make predictions about the symmetry of a variety of two-dimensional shapes.

Lesson 11
Creating Symmetry
 Students create designs and pictures that show symmetry.

Lesson 12
Comparing Shapes
 Students compare and contrast two- and three-dimensional shapes.

Subconcept: Geometry can be related to other areas of mathematics.

Lesson 13
Exploring Transformations
 Students explore three types of transformations and develop the vocabulary for each.

Lesson 14
Analyzing Transformations
 Students explore transformations of a variety of quadrilaterals on a grid.

Lesson 15
Rows and Columns
 Growing patterns are explored as students build rectangular arrays.

Lesson 16
Analyzing Size
 Students investigate the idea of size through an exploration of area.

Subconcept: Conclusions can be drawn about the position and location of shapes.

Lesson 17
Exploring Grids
 Students build on their knowledge of transformations and spatial relationships to explore location and movement.

Lesson 18
Exploring Paths
 Location and position skills are applied to coordinate grids.

Lesson 19
Exploring Maps
 Location and position skills are applied to map design.

Lesson 20
Creating a Town
 Students rely on their geometric logic to build a model of a town.

 Post-assessment

