

BIG IDEAS

Diagrams are fundamental to investigating, communicating, and discovering properties and relations in geometry.

Finding **invariance amidst variation** drives geometric investigation.

Geometry involves creating, testing, and refining **definitions**.

The **proving process** begins with conjecturing, looking for counter-examples, and refining the conjecture, and the process may end with a written proof.

Geometry stories and applications vary across cultures and time.

Learning Standards

Curricular Competencies	Content
<p><i>Students are expected to do the following:</i></p> <p>Reasoning and modelling</p> <ul style="list-style-type: none"> • Develop thinking strategies to solve puzzles and play games • Engage in spatial reasoning in a dynamic environment • Explore, analyze, and apply mathematical ideas using reason, technology, and other tools • Estimate reasonably and demonstrate fluent, flexible, and strategic thinking about number • Model with mathematics in situational contexts • Think creatively and with curiosity and wonder when exploring problems <p>Understanding and solving</p> <ul style="list-style-type: none"> • Develop, demonstrate, and apply conceptual understanding of mathematical ideas through play, story, inquiry, and problem solving • Visualize to explore and illustrate geometric concepts and relationships • Apply flexible and strategic approaches to solve problems • Solve problems with persistence and a positive disposition • Engage in problem-solving experiences connected with place, story, cultural practices, and perspectives relevant to local First Peoples communities, the local community, and other cultures 	<p><i>Students are expected to know the following:</i></p> <ul style="list-style-type: none"> • geometric constructions • parallel and perpendicular lines: <ul style="list-style-type: none"> – circles as tools in constructions – perpendicular bisector • circle geometry • constructing tangents • transformations of 2D shapes: <ul style="list-style-type: none"> – isometries – non-isometric transformations • non-Euclidean geometries

Learning Standards (continued)

Curricular Competencies	Content
<p>Communicating and representing</p> <ul style="list-style-type: none"> • Explain, justify, and evaluate geometric ideas and decisions in many ways • Represent mathematical ideas in concrete, pictorial, and symbolic forms • Use geometric vocabulary and language to contribute to discussions in the classroom • Take risks when offering ideas in classroom discourse <p>Connecting and reflecting</p> <ul style="list-style-type: none"> • Reflect on geometric thinking • Connect mathematical concepts with each other, other areas, and personal interests • Use mistakes as opportunities to advance learning • Incorporate First Peoples worldviews, perspectives, knowledge, and practices to make connections with mathematical concepts 	