

# GEOMETRY LESSON TRADITIONAL/BDM

## Topic: Surface Area and Volume (10th Grade)

TRADITIONAL	
<b>Objectives</b>	
<ul style="list-style-type: none"> <li>• Know how to calculate surface area and volume for various 3-D figures</li> <li>• Know and use Cavalieri's Principle to compare volumes</li> <li>• Know and use other volume and surface area formula to compare shares.</li> </ul>	
<b>Activities</b>	
<ul style="list-style-type: none"> <li>• Read Chapter 10 in USCMP Geometry</li> <li>• Go through all the formula and examples</li> <li>• Exploration 22, p. 482: "Containers making small amounts can appear to hold more than they do by making them long and thin. Give some examples.</li> </ul>	
<b>Assessments</b>	
<ul style="list-style-type: none"> <li>• Odd-numbered problems in full Chapter Review, pp. 516-519</li> <li>• Progress self-test p. 515</li> <li>• Homework: Each 3<sup>rd</sup> question in sub-chapter review and completion of explorations</li> </ul>	

BACKWARD DESIGN MODEL	
<b>Stage 1 – Desired Results</b>	
<p><b>Established Goal(s):</b> NH Math Standards <span style="float: right;"><b>G</b></span></p> <p>4a. K-12 Broad Goal: Students will name, describe, model, classify, and compare geometric shapes and their properties with an emphasis on their wide applicability in human activity.</p> <p>1a. K-12 Broad Goal: Students will use problem-solving strategies to investigate and understand increasingly complex mathematical content.</p>	
<p><b>Understanding(s):</b> <span style="float: right;"><b>U</b></span></p> <p><i>Students will understand that...</i></p> <ul style="list-style-type: none"> <li>• The adaptation of mathematical models and ideas to human problems requires careful judgment and sensitivity to impact.</li> <li>• Mapping three dimensions onto two (or two onto three) may introduce distortions.</li> <li>• Sometimes the best mathematical answer is not the best solution to "real-world" problems.</li> </ul>	<p><b>Essential Question(s)</b> <span style="float: right;"><b>Q</b></span></p> <ul style="list-style-type: none"> <li>• How well can pure mathematics model messy, real-world situations?</li> <li>• When is the best mathematical answer not the best solution to a problem?</li> <li>• How do you design the most economical packaging?</li> </ul>
<p><i>Students will know...</i></p> <ul style="list-style-type: none"> <li>• formulae for calculating surface area and volume</li> <li>• Cavalieri's Principle</li> </ul>	<p><b>Students will be able to...</b> <span style="float: right;"><b>S</b></span></p> <ul style="list-style-type: none"> <li>• calculate surface area and volume for various 3-dimensional figures</li> <li>• use Cavalieri's Principle to compare volumes</li> </ul>
<b>Stage 2 – Assessment Evidence</b>	
<p><b>Performance Task(s):</b> <span style="float: right;"><b>T</b></span></p> <ul style="list-style-type: none"> <li>• Packaging problem: what is the ideal container for shipping bulk quantities of M &amp; M's packages cost-effectively to stores? (Note: the "best" mathematical answer - a sphere - is not the best solution to this problem.)</li> <li>• Consult to the UN on the <u>least controversial</u> 2-dimensional map of the world.</li> </ul>	<p><b>Other Evidence:</b> <span style="float: right;"><b>OE</b></span></p> <ol style="list-style-type: none"> <li>odd-numbered problems in full Chapter Review, pp. 516-519</li> <li>progress self-test p. 515</li> <li>homework: each 3<sup>rd</sup> question in sub-chapter reviews and completion of the explorations</li> </ol>
<b>Stage 3 – Learning Plan</b>	
<p><b>Learning Activities:</b> (selected) <span style="float: right;"><b>L</b></span></p> <ul style="list-style-type: none"> <li>• Investigate the relationship of surface areas of various containers and volume (e.g. tuna fish cans, cereal boxes, Pringles, candy packages, etc.).</li> <li>• Investigate different map projections to determine their mathematical accuracy (i.e. degree of distortion).</li> </ul>	