<table>
<thead>
<tr>
<th>Lesson</th>
<th>Common Core State Standards in Math</th>
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|                              | 3.MD.C Geometric measurement: understand concepts of area and relate area to multiplication and to addition.  
|                              | 4.G.A Draw and identify lines and angles, and classify shapes by properties of their lines and angles.  
|                              | 6.G.A Solve real-world and mathematical problems involving area, surface area, and volume.  
|                              | 7.G.A Draw construct, and describe geometrical figures and describe the relationships between them.  
|                              | 8.G.A Understand congruence and similarity using physical models, transparencies, or geometry software. |
|                              | 3.MD.C Geometric measurement: understand concepts of area and relate area to multiplication and to addition.  
|                              | 4.G.A Draw and identify lines and angles, and classify shapes by properties of their lines and angles. |
| Lesson 3: Slides, Flips, Turns, and Glides | 4.G.A Draw and identify lines and angles, and classify shapes by properties of their lines and angles.  
|                              | 8.G.A Understand congruence and similarity using physical models, transparencies, or geometry software. |
| Lesson 4: Reflections and Symmetry | 4.G.A Draw and identify lines and angles, and classify shapes by properties of their lines and angles.  
|                              | 8.G.A Understand congruence and similarity using physical models, transparencies, or geometry software. |
| Lesson 5: Polygons and Tangrams | 2.G.A Reason with shapes and their attributes.  
|                              | 4.G.A Draw and identify lines and angles, and classify shapes by properties of their lines and angles.  
|                              | 5.G.B Classify two-dimensional figures into categories based on their properties.  
|                              | 6.G.A Solve real-world and mathematical problems involving area, surface area, and volume.  
|                              | 8.G.A Understand congruence and similarity using physical models, transparencies, or geometry software. |
| Lesson 6: Polyominoes        | 3.MD.C Geometric measurement: understand concepts of area and relate area to multiplication and to addition.  
|                              | 3.MD.D Geometric measurement: recognize perimeter.  
|                              | 4.OA.C Generate and analyze patterns.  
|                              | 4.G.A Draw and identify lines and angles, and classify shapes by properties of their lines and angles. |
| Lesson 7: Nets, Drawings, and Mat Plans | 3.MD.C Geometric measurement: understand concepts of area and relate area to multiplication and to addition.  
|                              | 6.G.A Solve real-world and mathematical problems involving area, surface area, and volume. |
| Lesson 8: Projections and Slices | 3.MD.C Geometric measurement: understand concepts of area and relate area to multiplication and to addition.  
|                              | 6.G.A Solve real-world and mathematical problems involving area, surface area, and volume.  
|                              | 7.G.A Draw construct, and describe geometrical figures and describe the relationships between them.  
|                              | HSG-GMD.B Visualize relationships between two-dimensional and three-dimensional objects. |
|                              | 3.MD.C Geometric measurement: understand concepts of area and relate area to multiplication and to addition.  
|                              | 4.G.A Draw and identify lines and angles, and classify shapes by properties of their lines and angles.  
|                              | 6.G.A Solve real-world and mathematical problems involving area, surface area, and volume.  
|                              | 7.G.A Draw construct, and describe geometrical figures and describe the relationships between them.  
|                              | 8.G.A Understand congruence and similarity using physical models, transparencies, or geometry software. |