

High School Algebra Playlist: Modeling with Geometry

Aligns with [CCSS.Math.Content.HSG.MG.A.1](#): Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder).

Related Standards

- [CCSS.Math.Content.HSG.GMD.A.1](#): Give an informal argument for the formulas for the circumference of a circle, area of a circle, volume of a cylinder, pyramid, and cone. *Use dissection arguments, Cavalieri's principle, and informal limit arguments.*
- [CCSS.Math.Content.HSG.GMD.A.3](#): Use volume formulas for cylinders, pyramids, cones, and spheres to solve problems.

PREVIEW



Objectives

In this playlist, you will learn and practice the following skills:

- use geometric shapes to describe objects
- model situations with geometric shapes

Let's get started!

Key Terms

- **Modeling** is representing real-life situations with mathematical concepts and language.

PREVIEW

