



Geometry Honors Year at a Glance

Scope and Sequence 2023 - 2024

Please Note: All standards in the state course description are designed to be learned by the end of the course. This guide represents a recommended timeline and sequence to be used voluntarily by teachers for planning purposes. Specific question regarding when content will be addressed in a specific course are best answered by the individual teacher.

Course Resources

Publisher Resource:

Florida Reveal, McGraw-Hill (Clever – use your active directory; does not support Internet Explorer)

Supplemental Resources:

[Khan Academy](#) (does not support Internet Explorer)

[Illustrative Mathematics](#) (does not support Internet Explorer)

In Geometry, instructional time will emphasize five areas:

- (1) Proving and applying relationships and theorems involving two-dimensional figures using Euclidean geometry and coordinate geometry;
- (2) Establishing congruence and similarity using criteria from Euclidean geometry and using rigid transformations;
- (3) Extending knowledge of geometric measurement to two-dimensional figures and three-dimensional figures;
- (4) Creating and applying equations of circles in the coordinate plane and
- (5) Developing an understanding of right triangle trigonometry.



Geometry Honors Year at a Glance

Quarter 1 (August 10 – October 13)

Module 1: Geometric Reasoning

Students will explore coordinate geometry in using points, lines, and planes to model the real world and apply those properties in real-world situations. Students will use angle relationships to make statements and draw conclusions about the measures of angles. Additionally, students will use coordinate geometry to measure two-dimensional and three-dimensional figures.

Module 3: Logic and Line Relationships

Students will apply logic and deductive reasoning to prove relationships and theorems regarding segments, angles, and transversals including parallel and perpendicular lines.

Module 4: Transformations and Symmetry

Students will make sense of geometric relationships among polygons using rigid transformations.

Quarter 2 (October 17 – December 21)

Module 4: Transformations and Symmetry

Students will make sense of geometric relationships among polygons using rigid transformations.

Module 5: Triangles and Congruence

Students will prove the congruence of triangles using a variety of theorems to model real-world situations with equations, inequalities, and systems of equations and inequalities.

Module 6: Relationships in Triangles

Students will extend their understanding of triangle relationships to solve real-world problems in context.

Module 7: Quadrilaterals

Students will extend applications of coordinate geometry to model real-world situations with parallelograms, rectangles, rhombi, squares, trapezoids, and kites.

Quarter 3 (January 8 – March 8)

Module 7: Quadrilaterals

Students will extend applications of coordinate geometry to model real-world situations with parallelograms, rectangles, rhombi, squares, trapezoids, and kites.

Module 8: Similarity

Students will explore how similarity in polygons and triangles can be used in problem-solving in real-world contexts.

Module 9: Right Triangles and Trigonometry

Students will apply trigonometric ratios in finding missing side and angle measures of right triangles in both mathematical and real-world contexts.

Module 10: Circles

Students will explore features of circles, including circumference, angles, arcs, chords, tangents, secants, and more. Students will extend their understanding of features of circles in problem-solving situations.



Geometry Honors Year at a Glance

Quarter 4 (March 20 – May 25)

Module 10: Circles

Students will explore features of circles, including circumference, angles, arcs, chords, tangents, secants, and more. Students will extend their understanding of features of circles in problem-solving situations.

Module 11: Geometric Measurement

Students will determine Area, Surface Area, and Volume of two-dimensional and three-dimensional figures, including quadrilaterals, regular polygons, prisms, pyramids, cylinders, cones, and spheres.