G Geometry

- **5.G.A Graph points on the coordinate plane to solve real-world and mathematical problems.**
    - **5.G.A.1 Use a pair of perpendicular number lines, called axes, to define a coordinate system, with the intersection of the lines (the origin) arranged to coincide with the zero on each line and a given point in the plane located by using an ordered pair of numbers, called its coordinates. Understand that the first number indicates how far to travel from the origin in the direction of one axis, and the second number indicates how far to travel in the direction of the second axis, with the convention that the names of the two axes and the coordinates correspond (e.g., *x*-axis and *x*-coordinate, *y*-axis and *y*-coordinate).**
        - Describe the coordinate plane (5-T.1)
        - Objects on a coordinate plane (5-T.2)
    - **5.G.A.2 Represent real-world and mathematical problems by graphing points in the first quadrant of the coordinate plane, and interpret coordinate values of points in the context of the situation.**
        - Graph points on a coordinate plane (5-T.3)
        - Graph points from a table (5-T.4)
        - Coordinate planes as maps (5-T.7)
        - Follow directions on a coordinate plane (5-T.8)
- **5.G.B Classify two-dimensional figures into categories based on their properties.**
    - **5.G.B.3 Understand that attributes belonging to a category of two-dimensional figures also belong to all subcategories of that category.**
        - Parallel sides in quadrilaterals (5-AA.4)
        - Identify parallelograms (5-AA.5)
        - Identify rectangles (5-AA.7)
        - Identify rhombuses (5-AA.8)
        - Classify quadrilaterals (5-AA.9)
        - Identify the relationships between quadrilaterals (5-AA.11)
        - Describe relationships among quadrilaterals (5-AA.12)
    - **5.G.B.4 Classify two-dimensional figures in a hierarchy based on properties.**
        - Is it a polygon? (5-Z.1)
        - Regular and irregular polygons (5-Z.3)
        - Sort polygons into Venn diagrams (5-Z.9)
        - Acute, obtuse, and right triangles (5-AA.1)
        - Scalene, isosceles, and equilateral triangles (5-AA.2)
        - Classify triangles (5-AA.3)
        - Identify parallelograms (5-AA.5)
        - Identify rectangles (5-AA.7)
        - Identify rhombuses (5-AA.8)
        - Classify quadrilaterals (5-AA.9)