



Geometric Modeling of Objects

Today's Standard

HSG.MG.A1 - Use geometric shapes, their measures, and their properties to describe objects (e.g., modeling a tree trunk or a human torso as a cylinder).*

Cues	Notes
Geometric shapes	Use geometric shapes to describe objects.
Modeling	Modeling involves simplifying real-world objects into geometric shapes.
Properties	Properties like area, volume, and surface area are important.
Real-world examples	Examples include modeling a tree trunk as a cylinder.
Precision	Precision in measurement and properties is crucial.

Summary

This standard emphasizes using geometric shapes and their properties to model and describe real-world objects, highlighting the importance of precision and practical applications.