

Looking for Pythagoras Overview

Investigation One - Coordinate Grids

G.SR.07.01

Use a ruler and other tools to draw squares, rectangles, triangles, and parallelograms with specified dimensions

Investigation Two - Squaring Off

N.ME.08.03c

Locate rational numbers on the number line

N.FL.08.05a

Estimate and solve problems with square roots using calculators

N.MR.07.06a

Understand the concept of square root

N.MR.07.06c

Estimate square roots using calculators

N.ME.08.04b

Approximate the position of familiar irrational numbers

N.FL.08.06a

Find square roots of perfect squares

N.FL.08.06b

Approximate the square roots of non-perfect squares by locating between consecutive integers

N.ME.08.01a

Understand the meaning of a square roots of a number and its connection to the square whose area is the number

Investigation Three - The Pythagorean Theorem

G.GS.08.01a

Understand at least one proof of the Pythagorean Theorem

A.FO.08.08b

Solve simple quadratic equations by taking square roots, e.g. $x^2 = 16$ or $x^2 = 5$; verify solutions by evaluation

Investigation Four - Using the Pythagorean Theorem

N.ME.08.04a

Understand that irrational numbers are those that cannot be expressed as the quotient of two integers, and cannot be represented by terminating or repeating decimals

G.GS.08.01b

***Use the Pythagorean Theorem to solve applied problems involving perimeter, area, and volume*

G.GS.08.01c

***Use the converse of the Pythagorean Theorem to solve applied problems involving perimeter, area, and volume*