

Geometry

Class Syllabus & Information

Peter de Vry (he/him/his)

web: www.kowhai.com

email: pdevry@pps.net

What we'll study (see Learning Targets for details):

Semester 1

G1 - Constructions
G2 - Transformations
G3 - Lines and Angles
G4 - Congruence and Similarity
G6 - Coordinate Geometry

Semester 2

G5 - Trigonometry
G7 - Circles
G8 - Solids Modeling and
G9 - Probability

Materials:

Textbook: CPM: Geometry Connections (available online)
Quad ruled graph paper for homework
Quad ruled book/folder for classwork
Calculator (a graphing calculator is best, but a scientific calculator is ok.)
Pencils, erasers, pens, and ruler
Protractor and compass

Behavioral expectations:

0. You are to follow all school rules.
1. You are expected to contribute to your learning and the learning of others.
2. You are expected to treat each other with respect, dignity, and trust.
3. You will do your best work.

Daily Work:

Doing the in-class work is essential for your success in this class. There are many ways to avoid doing the work. All of them are harmful to your learning. Just do the work.

Regular math practice outside of class is critical to learning mathematics, but spending more than 20-30 minutes per class on homework may indicate that *you need to get extra help*: ... from the instructor, friends, parents or other adults, tutoring as available at Lincoln.

Homework will be assigned most daily and collected the next day. You must have completed at least 80% of your homework to be eligible for retakes.

On Line Resources:

www.kowhai.com: for everything you need to know about your assignments;
pdf version of the textbook and answers;
copies of this document, links to math related sites, and lists of math tutors.

<https://parent-portland.cascadetech.org/portland> for your grades.

www.cpm.org for resources to accompany the textbook.

The Proficiency Grading System

In a proficiency-based grading system you have an overall set of Topics (Learning Targets aka LTs) to master for the semester. Grades are based solely on demonstration of mastery. Demonstration of mastery is through formal assessment. Any assessment, other than the final exam, may be retaken, but you must first demonstrate you have prepared to do better.

Proficiency Scoring:

Each skill evaluated in each assessment is graded on a 7 point scale. Your final grade is calculated from the median of your last three assessments. You do not get a single score per assessment. You get a score on each skill tested in an assessment. There will usually be more than one skill being evaluated in each assessment. An assessment will usually be a test, but could be in another form.

Assessment scores are based on this 7 point scale.

7 = In addition to score 6 performance, demonstration of inferences and applications that go beyond what was taught

6 = In addition to score 5 performance, partial demonstration of inferences/applications that go beyond what was taught.

5 = No major errors/omissions of any of the information and/or processes (simple or complex) that were explicitly taught.

4 = No major errors/omissions of simpler details/processes; partial demonstration of more complex ideas/processes.

3 = Partial demonstration of simpler details/processes; major errors/omissions regarding more complex ideas/processes.

2 = Limited demonstration of the simpler details/processes; either major errors/omissions or needs help on the more complex ideas/processes.

1 = Even with help, very limited or no understanding of some of the simpler ideas and processes demonstrated.

Skill Scores: At the end of each grading period, students will receive a skill score for each concept covered during the term (note: each concept will be assessed several times during a term). The skill score will be the median of the three most recent scores on that concept, including retakes.

Grading Scale:

Your final grade is calculated like this:

- A:** average of 5.8 or better and no skill scores lower than 5
- B:** average of 4.8 or better and no skill scores lower than 4.
- C:** average of 3.8 or better and no skill scores lower than 3.
- D:** average of 3.0 or better and no skill scores lower than 3.
- F:** average of 2.0 *OR ANY SCORE OF 2 OR LOWER.*