

Standards

This unit was developed to meet the following standards.

Common Core Standards for Mathematics, High School

- Apply geometric methods to solve design problems (e.g., designing an object or structure to satisfy physical constraints or minimize cost; working with typographic grid systems based on ratios) [*G-MG*]

NCTM Standards

- Identify essential quantitative relationships in a situation and determine the class or classes of functions that might model the relationships [*Algebra A.3.A*].
- Use geometric ideas to solve problems in, and gain insights into, other disciplines and other areas of interest such as art and architecture [*Geometry G.4.E*].
- Recognize and apply mathematics in contexts outside of mathematics [*Connections CO.3*].
- Use representations to model and interpret physical, social, and mathematical phenomena [*Representations R.3*].

CTE AME Industry Sector Foundation Standards

5.0 Problem Solving and Critical Thinking

Students understand how to create alternative solutions by using critical and creative thinking skills, such as logical reasoning, analytical thinking, and problem-solving techniques:

- 5.1 Apply appropriate problem-solving strategies and critical thinking skills to work-related issues and tasks.
- 5.5 Understand the application of research and analysis skills to the creation of content.

10.0 Technical Knowledge and Skills

Students understand the essential knowledge and skills common to all pathways in the Arts, Media, and Entertainment sector:

- 10.6 Know the appropriate skills and vocabulary of the art form.
- 10.7 Understand and analyze the elements of the art form.

11.0 Demonstration and Application

Students demonstrate and apply the concepts contained in the foundation and pathway standards.

