

Test Outline #2 (Chapter 3) - Area

Math at Work 10

Date : _____

Materials Allowed:

Calculator
Pencil/Eraser
Formula Booklet
Ruler

Format:

Multiple Choice
Short Answer

Should Knows/ Review of Topics!

Chapter 3 - Measuring Area

3.1 - Imperial Area Measurements

- * Be able to calculate the area of a rectangle (Imperial Units)
- * Be able to convert between square units
(ex: between square feet, square inches, & square yards)
- * Understand the general size of each square unit
(determine which unit is best to express an area of a particular item)
- * Be able to calculate the area of triangles
- * Sometimes you need to round numbers up to ensure that you have enough material.
- * Area of a circle (estimate using grid paper and calculate using formula)

3.2 - SI Area Measurements

- * Be able to calculate the area of a rectangle (SI Units)
- * Be able to convert between square units
(ex: between square cm, square m, & square km)
- * Understand the general size of each square unit
(determine which unit is best to express an area of a particular item)
- * Be able to calculate the area of triangles
- * Sometimes you need to round numbers up to ensure that you have enough material.
- * Area of a circle (estimate using grid paper and calculate using formula)

3.3 - Working with Area

- * Know the definition of a composite shape and be able recognize what they look like.
- * Be able to determine the area of composite shapes that contain squares, rectangles, triangles, and circular areas. (using both imperial & SI units)
- * Be able to determine the effect of changing the dimensions of a certain area. (ex: doubling the dimensions of a rectangle will cause the area to increase by 4 times its original size)

3.4 - Surface Area of 3D Objects

* Be able to construct nets and/or recognize correct ones drawn for the 3D objects that we looked at during class. (ex: rectangular prism, cylinder, ...)

- * Be able to calculate the surface area of 3D objects.
 - Rectangular Prisms
 - Triangular Prisms
 - Cylinders
 - Cones
 - Spheres
 - Square-Based Pyramids