

## Desmos Supported Activities for Geometry: Topics 4 - 6

### Triangles and Quadrilaterals

Topic	Pearson Section	Desmos Activity	Embedded Desmos
Congruence	4 - 1	<a href="#">Triangle Congruence Card Sort</a>	4 - 1 none
Isosceles and Equilateral Triangles	4 - 2		4 - 2 Explore & Reason 4 - 2 Example 1 Try It 4 - 2 Theorem 4 - 1 4 - 2 Theorem 4 - 2 4 - 2 Example 5 Try It
3 ACTS: Best Triangle		<a href="#">Best Triangle Practice*</a>	<b>Act 2 Content</b> (Patty paper)
SAS, SSS, ASA, and AAS	4 - 3 and 4 - 4	<a href="#">Investigating Triangle Congruences</a>  <a href="#">Four in a Row Activity</a>	4 - 3 Explore & Reason 4 - 4 none
HL & Medians/Altitudes	4 - 5 and 5 - 3	<a href="#">Points of Concurrency Card Sort</a>	4 - 5 none 5 - 3 Example 1 Try It 5 - 3 Example 3 Try It (Centroid - parrot)
Inequalities in One Triangle	5 - 4	<a href="#">Inequality Thm Slider</a>  <a href="#">Inequality Thm Activity</a>	5 - 4 Example 1
Perpendicular and Angle Bisectors	5 - 1	<a href="#">Construct Perpendicular Bisector</a>  <a href="#">Construct Angle Bisector</a>	5 - 1 Example 1 Try It (page 2)
Classifying Polygons Polygon Sum Theorem	6 - 1	<a href="#">Basic Quadrilaterals (polygraph)</a>  <a href="#">Polygon Sum (advanced)</a>  <a href="#">Polygon Sum (basic)</a>	6 - 1 Explore & Reason 6 - 1 Example 1 6 - 1 Theorem 6 - 1 6 - 1 Corollary <b>6 - 1 Theorem 6 - 2</b>
Parallelograms	6 - 3	<a href="#">Investigating Quadrilateral Diagonals</a>	6 - 3 Theorem 6 - 7 6 - 3 Theorem 6 - 8 6 - 3 Theorem 6 - 9 6 - 3 Theorem 6 - 10
Proving a Quad is a Parallelogram	6 - 4	<a href="#">Proving Parallelograms Teacher Guide</a>  <a href="#">Coordinate Plane Proofs</a>	6 - 4 Explore & Reason

**Items in red are modeled.** Learn more about Desmos Geometry? <http://bit.ly/DesmosGeom> [Why use it?](#)