The following topics are covered on the Geometry Challenge Exam.

Foundations for Geometry

- 1. Identify, name and draw points, lines, segments, rays and planes
- 2. Find length and midpoint of a segment
- 3. Construct midpoints and congruent segments
- 4. Name and classify angles
- 5. Measure and construct angles and angle bisectors
- 6. Identify and find the measures of adjacent, vertical, complementary and supplementary angles
- 7. Apply formulas for perimeter, area and circumference
- 8. Use the midpoint formula to calculate the midpoint of two points
- 9. Use the distance formula to calculate the distance between two points

Geometric Reasoning

- 1. Differentiate inductive and deductive reasoning
- 2. Use inductive reasoning to make conjectures
- 3. Use deductive reasoning to verify conjectures
- 4. Recognize the hypothesis and conclusion in a conditional statement
- 5. Write the inverse, converse and contrapositive of a conditional statement
- 6. Find the truth value of a statement
- 7. Write an algebraic proof
- 8. Write a geometric two-column proof

Parallel and Perpendicular Lines

- 1. Classify the angle pairs formed when parallel lines are cut by a transversal
- 2. Calculate measures of angles formed by parallel lines cut by a transversal
- 3. Use the properties of transversals to prove that two lines are parallel
- 4. Determine whether given lines are parallel or perpendicular
- 5. Calculate the slope of a line

Triangle Congruence

- 1. Classify triangles by side length
- 2. Classify triangles by angle measure
- 3. Calculate the measures of the angles of a triangle
- 4. Determine if triangles are congruent using SSS, SAS, ASA, AAS and HL
- 5. Use CPCTC to solve triangles
- 6. Use the properties of isosceles and equilateral triangles to solve triangles

Properties and Attributes of Triangles

- 1. Use the properties of perpendicular bisectors, angle bisectors, altitudes and medians
- 2. Use the triangle midsegment theorem
- 3. Classify triangles by angle measure
- 4. Solve triangle inequalities in one triangle and in two triangles
- 5. Use the Pythagorean Theorem to solve triangles
- 6. Model with special right triangles

Polygons and Quadrilaterals

- 1. Determine the angles of a polygon
- 2. Use the properties of a polygon to solve the polygon for a given measure
- 3. Determine if a polygon is a parallelogram, a rectangle, a rhombus or a square
- 4. Determine if a polygon is a kite or a trapezoid

Similarity

- 1. Identify similar polygons
- 2. Apply properties of similar polygons to solve problems
- 3. Draw and describe similarity transformations
- 4. Prove triangle similarity using AA, SSS, SAS
- 5. Use triangle similarity to solve problems
- 6. Apply the triangle proportionality and triangle bisector theorems
- 7. Use ratios and scale drawings to solve problems

Right Triangles and Trigonometry

- 1. Apply similarity relationships in right triangles to solve problems
- 2. Find sine, cosine and tangent of an acute angle
- 3. Use trig ratios to solve right triangles
- 4. Solve problems involving angles of elevation and angles of depression
- 5. Use the Law of Sines and the Law of Cosines to solve problems
- 6. Find the magnitude and direction of a vector

Transformational Geometry

- 1. Identify and draw reflections, translations and rotations and their compositions
- 2. Identify and describe symmetry in geometric figures

Perimeter, Circumference, Area, Surface Area and Volume

- 1. Find the perimeter and area of a triangle or special quadrilateral
- 2. Find the circumference and area of a circle
- 3. Find the area of a regular polygon
- 4. Find the area of composite figures
- 5. Find the perimeter and area of a figure in the coordinate plane
- 6. Find the volume of a prism, cylinder, pyramid, cone or sphere
- 7. Find the surface area of a prism, cylinder, pyramid, cone or sphere

Circles

- 1. Identify and apply properties of tangents, secants and chords
- 2. Find the areas of sectors and arc lengths
- 3. Find the measure of an inscribed angle
- 4. Find the measures of angles and lengths of segments formed by lines that intersect circles
- 5. Write equations of and graph circles in the coordinate plane