## MPM2D Geometry Summative

## I can:

$\square$ \#1: Solve problems involving similar triangles.
\#2: Solve problems involving right triangles (angles and sides), using the primary trigonometric ratios (SohCahToa) and the Pythagorean theorem.
\#3: Solve problems involving acute triangles, using the sine law and the cosine law (angles and sides).
$\square$ \#4: Solve systems of two linear equations algebraically using substitution.
\#5: Solve systems of two linear equations algebraically using elimination.
\#6: Solve problems that involve determining the slope, length, and midpoint of a line segment.
\#7: Verify geometric properties of triangles and quadrilaterals using the slope, length and midpoint of line segments.

