

GEOMETRY SYLLABUS

1. **Segments**

Points, lines, planes, rays. Midpoint properties and theorems.

2. **Angles**

Definition, elements, classification by position and measure.

3. **Parallel Lines**

Angles formed by parallel lines and transversals. Angles with parallel/perpendicular sides.

4. **Triangles I**

Classification (isosceles, right, equilateral). Angle sum theorem. Triangle inequality.

5. **Triangles II**

Notable lines (medians, altitudes). Angle bisector theorems.

6. **Triangle Congruence**

Congruence postulates (ASA, SAS, SSS). Applications.

7. **Auxiliary Constructions**

Construction techniques. Special theorems.

8. **Polygons**

Sum of interior/exterior angles. Diagonals in convex polygons.

9. **Quadrilaterals**

Properties of parallelograms, trapezoids.

10. **Circles I**

Tangent theorems. Relative positions.

11. **Circles II**

Inscribed/circumscribed quadrilaterals. Central/inscribed angles.

12. **Similarity I**

Thales' theorem. Angle bisector theorem.



13. **Similarity II**

Ceva's/Menelaus' theorems. Harmonic division.

14. **Notable Points**

Centroid, orthocenter. Euler's line.

15. **Metric Relations I**

Pythagorean theorem. Power of a point.

16. **Metric Relations II**

Euclid's theorems. Heron's formula.

17. **Regular Polygons**

Central angles. Apothem formulas.

18. **Triangular Areas**

Area formulas (Heron's, inradius).

19. **Quadrilateral Areas**

Trapezoid, kite areas.

20. **Circular Areas**

Sector, segment, annulus areas.

21. **Lines & Planes I**

Spatial relationships. Thales' theorem in 3D.

22. **Lines & Planes II**

Perpendicularity. Distance theorems.

23. **Dihedral Angles**

Definitions. Projection theorems.

24. **Regular Polyhedrons**

Platonic solids. Euler's formula.

25. **Prisms**

Right/oblique prisms. Parallelepipeds.

26. **Pyramids**

Volume. Frustums.



27. **Cylinders**

Right/oblique cylinders.

28. **Cones**

Right circular cones.

29. **Spheres**

Spherical segments. Archimedes' theorems.

30. **Pappus-Guldin Theorem**

Solids of revolution.

