### M.EE.6.G.1

**Grade-Level Standard:**

M.EE.6.G.1 Find the area of right triangles, other triangles, special quadrilaterals, and polygons by composing into rectangles or decomposing into triangles and other shapes; apply these techniques in the context of solving real-world and mathematical problems.

**DLM Essential Element:**

M.EE.6.G.1 Solve real-world and mathematical problems about area using unit squares.

**Linkage Levels**

**Initial Precursor:**
- Recognize some
- Recognize separateness

**Distal Precursor:**
- Explain unit square
- Explain area

**Proximal Precursor:**
- Calculate area by counting unit squares
- Calculate area of a rectangle with tiling

**Target:**
- Solve word problems involving area of rectangles

**Successor:**
- Relate tiling and formula as methods for calculating area of a rectangle
- Calculate area for rectangles with formula

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A diagram showing the relationship of nodes in the mini-map appears below.

**Key to map codes in upper right corner of node boxes:**

- **IP** Initial Precursor
- **DP** Distal Precursor
- **PP** Proximal Precursor
- **T** Target
- **SP** Supporting
- **S** Successor
- **UN** Untested
M.EE.6.G.1 Solve real-world and mathematical problems about area using unit squares