

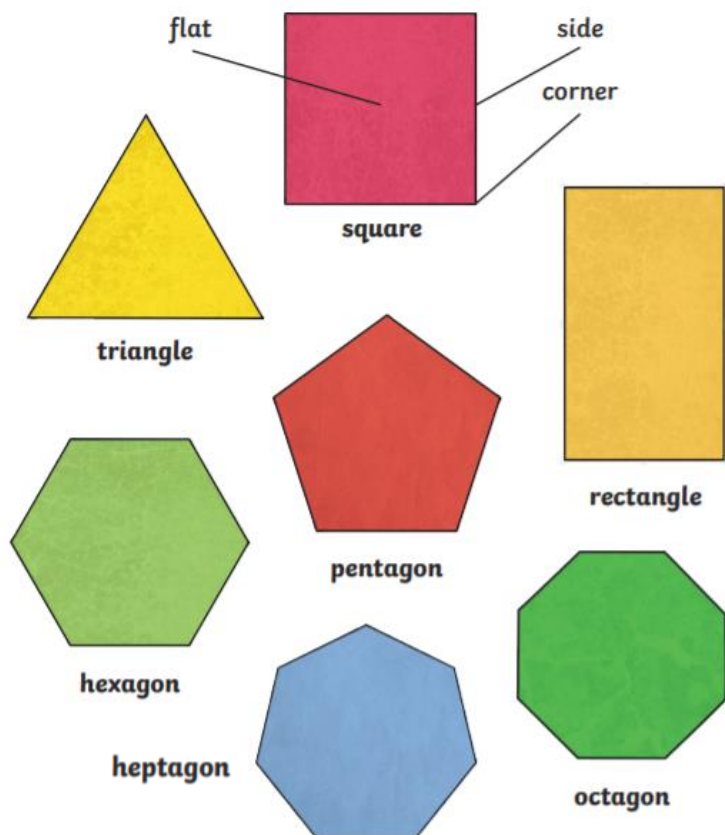
Learning Objectives

- ❖ To be able to draw 2-D shapes and make 3-D shapes using modelling materials; recognise 3-D shapes in different orientations and describe them
- ❖ To recognise angles as a property of shape or a description of a turn
- ❖ To identify right angles, recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn
- ❖ To identify whether angles are greater than or less than a right angle
- ❖ To identify horizontal and vertical lines and pairs of perpendicular and parallel lines

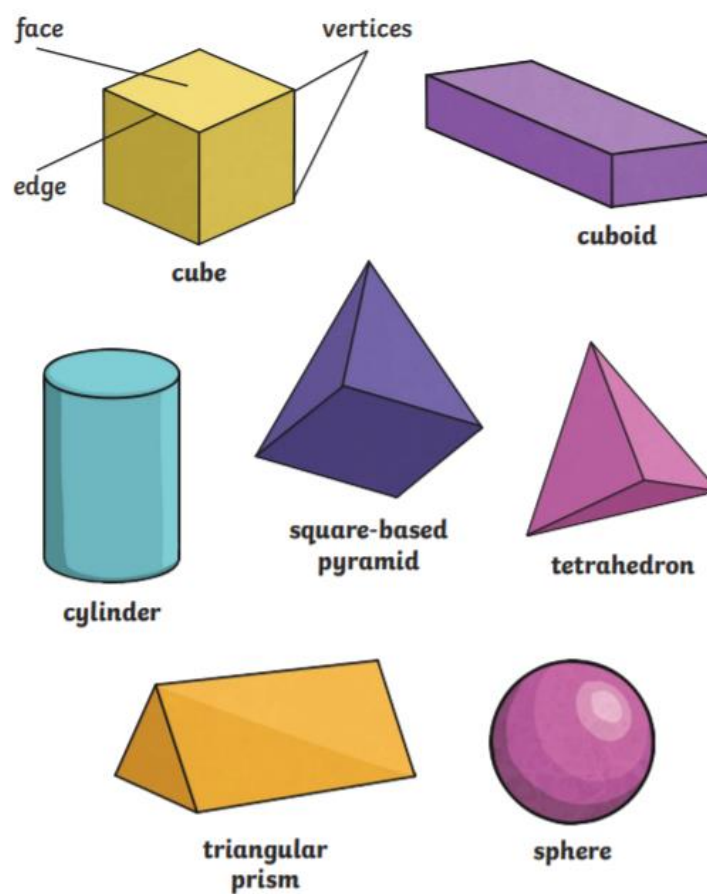
Key Vocabulary

Quarter turn
 Half turn
 Three-quarter turn
 Angle
 Right-angle
 Acute
 Obtuse
 Horizontal
 Vertical
 Parallel
 Perpendicular
 Polygon
 Two-dimensional
 Three-dimensional
 Flat face
 Curved surface
 Edge
 Curved edge
 Vertex
 Vertices
 Apex

Recognise and Describe 2D Shapes

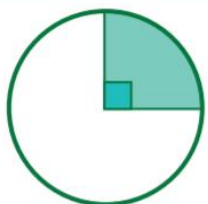


Recognise and Describe 3D Shapes

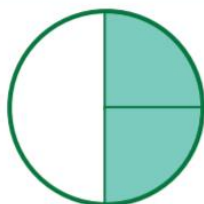


Turns and Angles

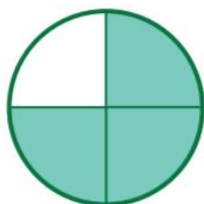
Angles can be used as a description of a turn.



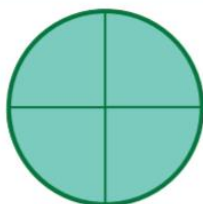
$\frac{1}{4}$ turn



$\frac{1}{2}$ turn



$\frac{3}{4}$ turn



1 turn



clockwise



anticlockwise

Right Angle



parallel



perpendicular



horizontal



vertical



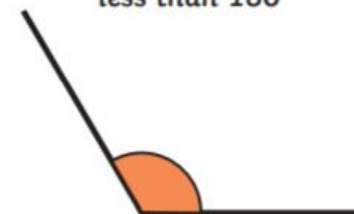
Acute Angle

Less than 90°



Obtuse Angle

Greater than 90° and
less than 180°



What I Should Already Know:

- How to recognise and name common 2-D and 3-D shapes, including: 2-D shapes [for example, rectangles (including squares), circles and triangles]
- How to recognise and name common 2-D and 3-D shapes, including: 3-D shapes [for example, cuboids (including cubes), pyramids and spheres].
- How to describe position, direction and movement, including whole, half, quarter and three-quarter turns.