

## What should I already know?

- Identify and describe the properties of common 2D shapes, including the number of sides and line of symmetry in a vertical line.
- Identify and describe the properties of common 3D shapes, including the number of edges, vertices and faces.
- Identify 2D shapes on the surface of 3D shapes e.g., circle on a cylinder.
- Compare and sort common 2D and 3D shapes and everyday objects.

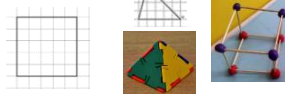
## Key Knowledge

Recognise 3D shapes in different orientations and describe them:

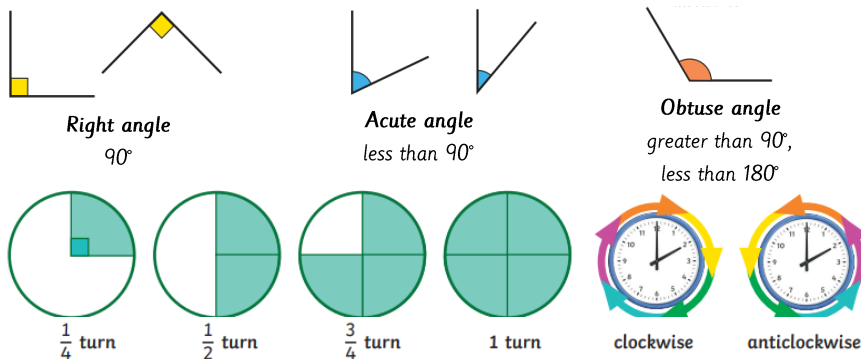


Cylinder, cone, sphere, pyramids, prisms.

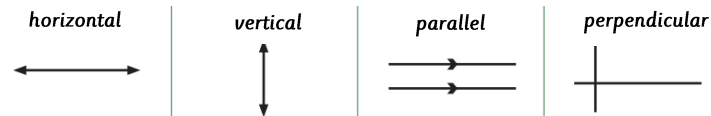
Draw or complete 2D shapes and make 3D shapes using model materials:



Recognise angles as a property of shape or as a description of a turn. Recognise that two right angles make a half-turn, three make three quarters of a turn and four a complete turn.



Identify horizontal and vertical lines and pairs of parallel and perpendicular lines.



## Key Vocabulary and definitions

|                     |  |
|---------------------|--|
| edge                | Where 2 faces meet on a 3D shape.  |
| vertex              | A corner point, where 2 or more sides or edges meet.   |
| vertices            | More than 1 vertex (corner point) e.g., a triangle has 3 vertices.   |
| face                | A flat surface on a 3D shape.  |
| curved              | Rounded. (A sphere and a cylinder both have 1 curved surface).   |
| regular shape       | When all the sides are the same length and the angles measure the same like this regular hexagon:            |
| irregular shape     | When the sides and angles do not measure the same and the shape looks different like this irregular hexagon: |
| angles              | When two straight lines meet at a point (right angle, acute angle, obtuse angle).                            |
| turn                | Movement in a circular direction (quarter turn, half turn, three-quarter turn, one whole turn).              |
| clockwise           | A turn that moves in the same direction as the hands on a clock.   |
| anticlockwise       | The opposite direction to clockwise.   |
| vertical line       | A line that goes straight up e.g., people stand up straight in a vertical position.                          |
| horizontal line     | A line that goes across e.g., an aeroplane glides through the sky in a horizontal position.                  |
| intersect           | Cross e.g., when two or more lines cross or lie across each other.   |
| parallel lines      | Lines that never intersect e.g., run along next to each other like tracks of a train.                        |
| perpendicular lines | Lines that intersect one and other at 90° (right angle).   |