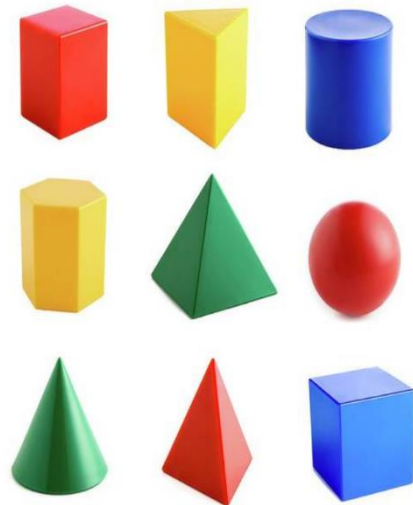


KNOWLEDGE ORGANISER

Overview



In shape, we learn to:

- Turns and Angles
- Right Angles in Shapes
- Compare Angles
- Draw Accurately
- Horizontal and Vertical
- Parallel and Perpendicular
- Recognise and Describe 2-D/ 3-D Shapes
- Make 3-D Shapes

This learning is important because...

...it helps us to understand and organise the things that we see in the world around us. Shapes help us to describe the similarities and differences between objects.

Recognise and Describe 2-D Shapes

2-D shapes have 2 dimensions: height and width. They are flat.

2-D shapes have sides and vertices (where the sides meet).

<p>Square</p> <p>Squares have 4 equal sides and 4 vertices (right angles).</p>	<p>Rectangle</p> <p>Rectangles also have 4 sides, but they are not all equal. They have four vertices (right angles).</p>	<p>Triangle</p> <p>Triangles are 3-sided shapes. They have 3 vertices.</p>	<p>Circle</p> <p>Circles are round shapes with no vertices.</p>
<p>Pentagon</p> <p>Squares have 5 straight sides and 5 vertices.</p>	<p>Hexagon</p> <p>Hexagons have 6 straight sides and 6 vertices.</p>	<p>Quadrilateral</p> <p>Quadrilaterals have 4 straight sides and 4 vertices, but the angles are not equal.</p>	<p>Oval</p> <p>Ovals are shapes with no vertices. They are not perfectly round like circles.</p>

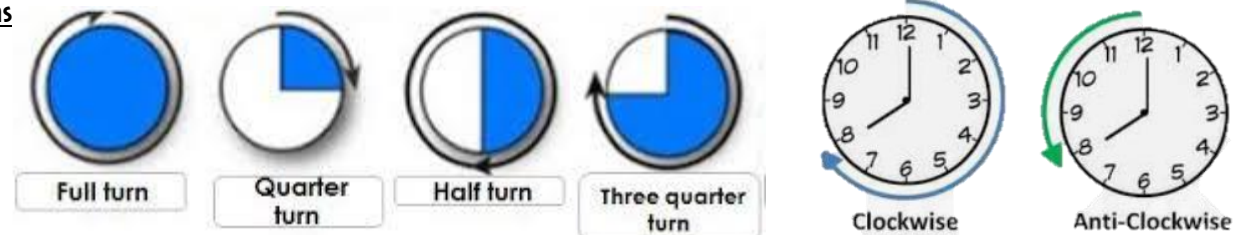
Recognise and Describe 3-D Shapes

3-D shapes have 3 dimensions: height, width and depth. They are not flat. They have faces, vertices and edges. A face is a flat or curved surface on a 3-D shape, e.g. a cube has 6 faces.

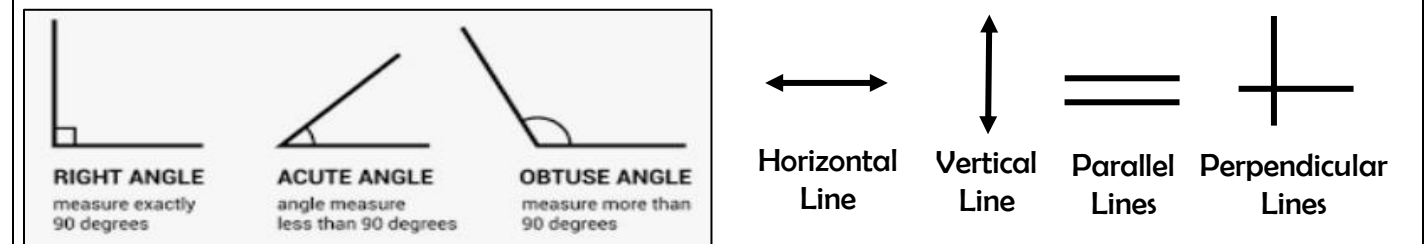
<p>Cube</p>	<p>Cuboid</p>	<p>Cylinder</p>	<p>Cone</p>
<p>Sphere</p>	<p>Square-Based Pyramid</p>	<p>Triangular Prism</p>	<p>Tetrahedron</p>

Turns and Angles

Turns



Angles – Angles can be used to describe turns. The unit for angles is degrees °. There are 360° in a full turn.



Key Vocabulary

Edge Apex Faces Vertices Dimension Quarter/Three-Quarter Turn Right Angle Obtuse Acute Horizontal Vertical Parallel Perpendicular