

angle

acute obtuse reflex

right angle

protractor

horizontal

perpendicular

two-dimensional

three-dimensional

Year 5

curved surface

curved edge

vertical

parallel

polygon

regular

irregular

flat face

edge

vertex

apex



## Properties of Shape

## **Knowledge Organiser**

#### Key Vocabulary Regular and Irregular Polygons

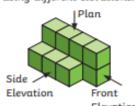
# Irregular Regular

A polygon is any two-dimensional shape formed with straight lines.

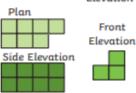
In a regular polygon, all the sides and angles are equal. In an irregular polygon, the sides and angles are not equal.

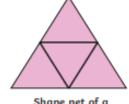
#### Representations

Cube models can be drawn as 2D representations using different elevations.



Elevation





A shape net is a 2D drawing

of an unfolded 3D shape.

When you are drawing or

reasoning about shape nets, think carefully about where

the edges of the faces meet.

Shape net of a tetrahedron.

## Properties of 3D Shapes

Name	Surfaces		Edges		Martinas	<b>-</b>
	Flat	Curved	Flat	Curved	Vertices	Picture
sphere	0	1	0	o	0	
cube	6	0	12	o	8	
cuboid	6	0	12	o	8	
cone	1	1	o	1	0	
cylinder	2	1	0	2	0	
square-based pyramid	5	0	8	0	5	<b>A</b>
tetrahedron	4	0	6	o	4	
triangular prism	5	0	9	o	6	
pentagonal prism	7	0	15	0	10	
hexagonal prism	8	0	18	o	12	0
octagonal prism	10	0	24	o	16	
octahedron	8	0	12	0	6	<b>\rightarrow</b>

A cone has an apex. This is because a vertex is the point where two straight edges meet and a cone has no straight edges.





## Properties of Shape

## **Knowledge Organiser**

## **Identifying Angles**

#### **Acute Angles**

Any angle that measures less than 90° is called an **acute** angle.



#### **Obtuse Angles**

Any angle that measures greater than 90° and less than 180° is called an **obtuse** angle.

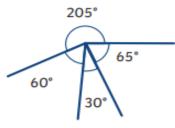


Any angle that measures greater than 180° is called a **reflex** angle.



63° 117°

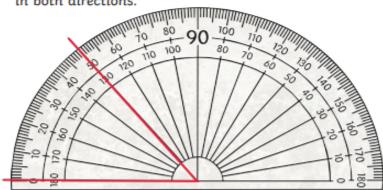
Angles on a straight line always total 180°.



Angles around a point always total 360°.

## **Measuring and Drawing Angles**

To measure angles, we use a protractor. Look carefully at how the numbers on the scale count from 0° to 180° in both directions.



Multiples of 90° can be used as descriptions of a turn.



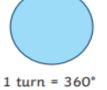
 $\frac{1}{4}$  turn = 90°



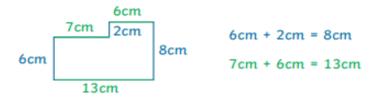
 $\frac{1}{2}$  turn = 180°



 $\frac{3}{4}$  turn = 270°



#### Using Properties of Rectangles



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