

Maths - Shape

Lesson sequence

1. Recognise 2-D and 3-D shapes
2. Count sides and vertices of 2-D shapes
3. Draw 2-D shapes
4. Lines of symmetry
5. Use lines of symmetry to complete shapes
6. Sort 2-D shape
7. Faces, edges and vertices of 3-D shapes
8. Sort 3-D shapes
9. Make patterns with 2-D and 3-D shapes

Key Vocabulary

- 2D & 3D
- Cube
- Cuboid
- Pyramid
- Sphere
- Cone
- Cylinder
- Circle
- Circular
- Triangle
- Triangular
- Square
- Rectangle
- Rectangular
- Star

- Symmetry
- Vertex
- Vertices
- Edges
- Faces
- Repeating pattern
- Quadrilateral
- Properties
- Pentagon
- Hexagon
- Octagon
- Polygon
- Reflected

Sticky Learning

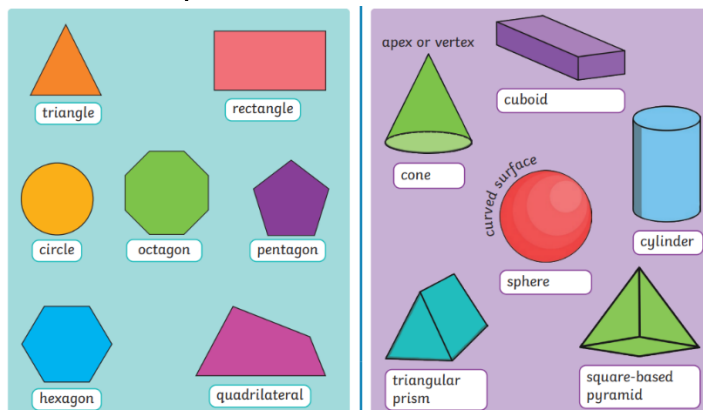
New Knowledge

- To know that a reflected shape does not change but appears 'flipped'
- To know that a 2D shape is symmetrical if a line can be drawn through it and either side is a reflection of the other
- To know what the terms edges, vertices and faces represent on a 3-D shape
- To know that 3-D shapes have 2-D shapes on their surfaces
- To know that a polygon is a shape with straight sides
- To know a quadrilateral is a four-sided, 2D shape
- To recognize 3D shapes such as cones and prisms

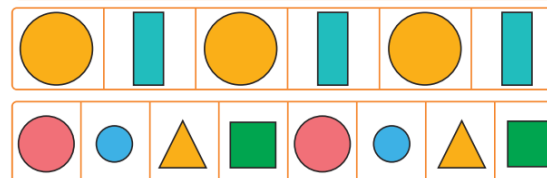
New Skills

- To identify and describe the properties of 2-D shapes, including the number of sides and lines of symmetry in simple shapes
- To identify and describe the properties of 3-D shapes, including the number of edges, vertices and faces
- To identify 2-D shapes on the surface of 3-D shapes (for example, a circle on a cylinder and a triangle on a pyramid)
- To compare and sort common 2-D and 3-D shapes and everyday objects
- To draw lines and shapes using straight edges

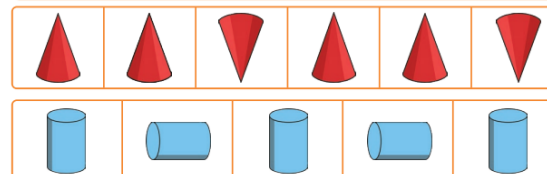
Pictorial representations



2D Patterns



3D Patterns



These 2D shapes have a vertical line of symmetry.

