Properties of Shapes

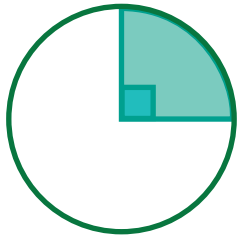
Knowledge Organiser

Key Vocabulary

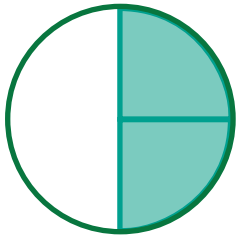
- quarter turn
- half turn
- three-quarter turn
- angle
- right angle
- acute
- obtuse
- horizontal
- vertical
- parallel
- perpendicular
- polygon
- two-dimensional
- three-dimensional
- flat face
- curved surface
- edge
- vertex
- vertices
- apex

Turns and Angles

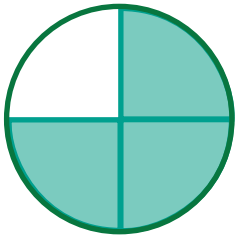
Angles can be used as a description of a turn.



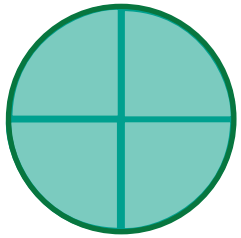
$\frac{1}{4}$ turn



$\frac{1}{2}$ turn



$\frac{3}{4}$ turn



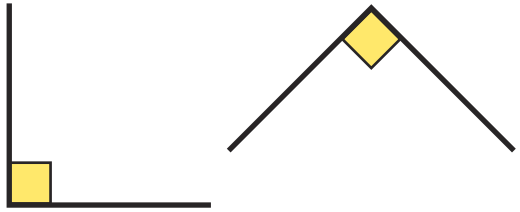
1 turn

clockwise

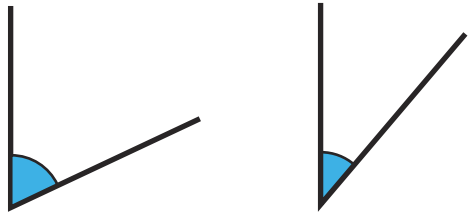
anticlockwise

An angle is created when two straight lines meet at a point or intersect.

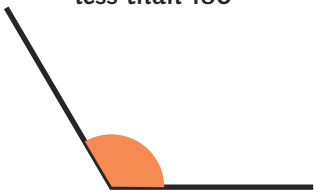
Right Angle



Acute Angle
Less than 90°



Obtuse Angle
Greater than 90° and less than 180°

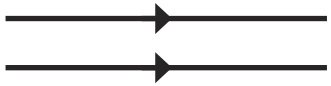


Type of Lines

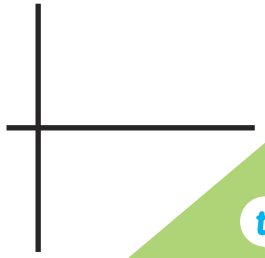
horizontal

vertical

parallel



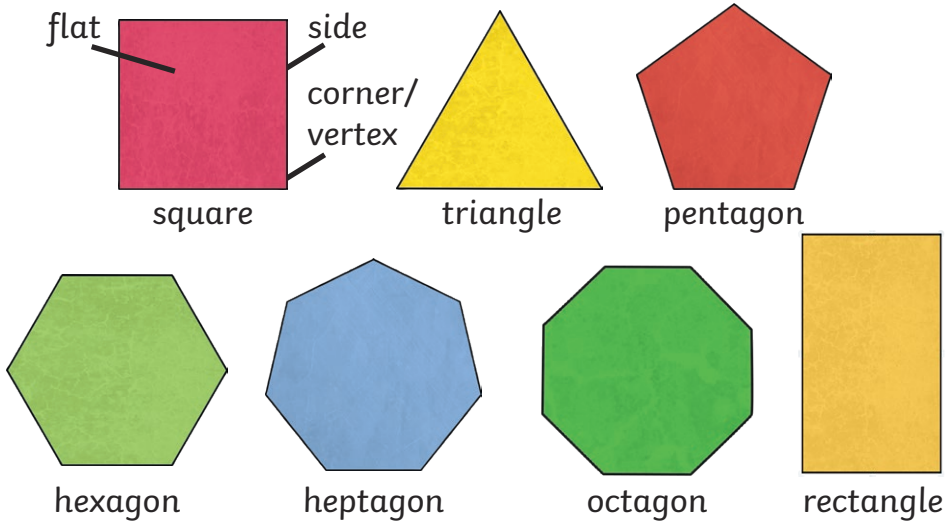
perpendicular



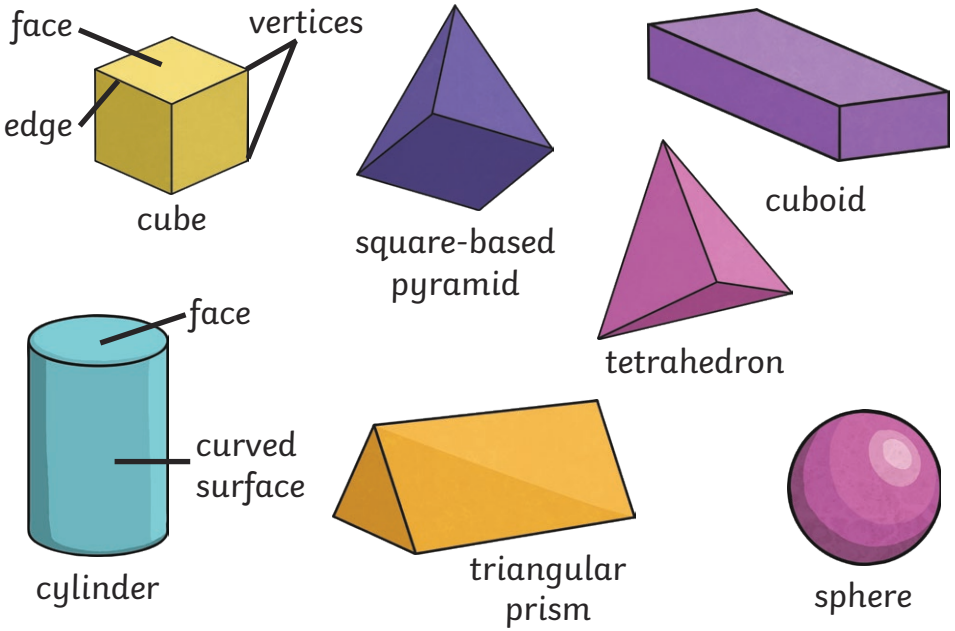
Properties of Shapes

Knowledge Organiser

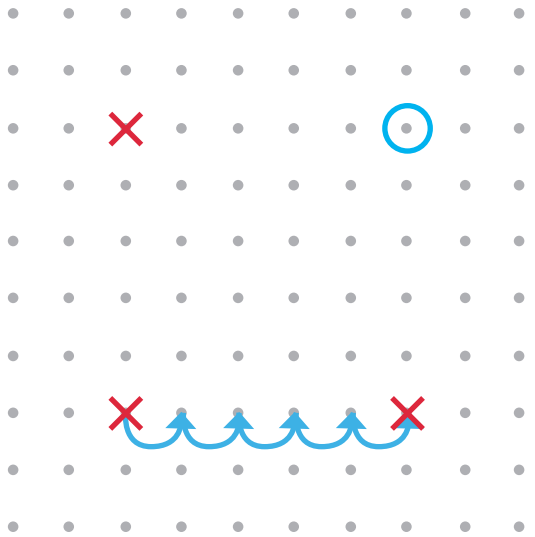
Recognise and Describe 2D Shapes



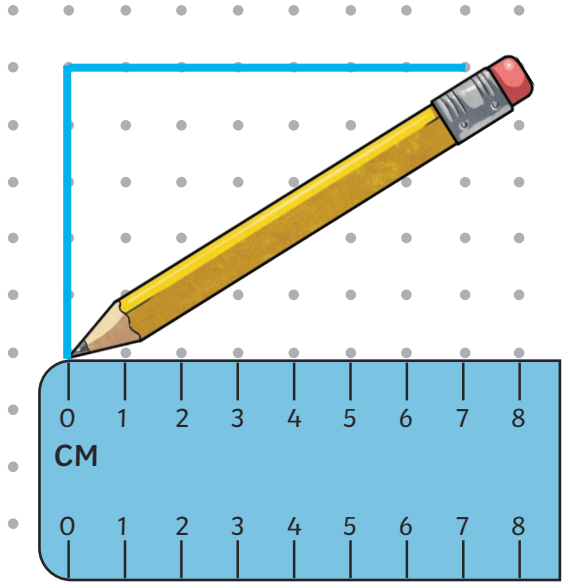
Recognise and Describe 3D Shapes



Drawing Polygons



The missing vertex of this square can be found using knowledge of the properties of 2D shapes and finding the length of its sides.



When drawing polygons, use a ruler to draw straight sides.
Start drawing each side at one of the polygon's vertices.
Accurately draw sides of a specific length by starting to measure from 0 on the ruler.