

Maths, Year 3, Summer 1

This term I will be learning and practicing

Unit 10:
Angles and
Shapes

To identify angles including right angles and recognise as a quarter of a turn.

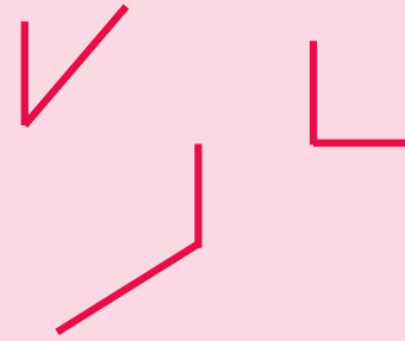
To identify and draw parallel and perpendicular lines.

To draw and make, classify and compare 2-D and 3-D shapes.

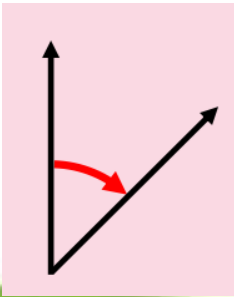
To measure the perimeter



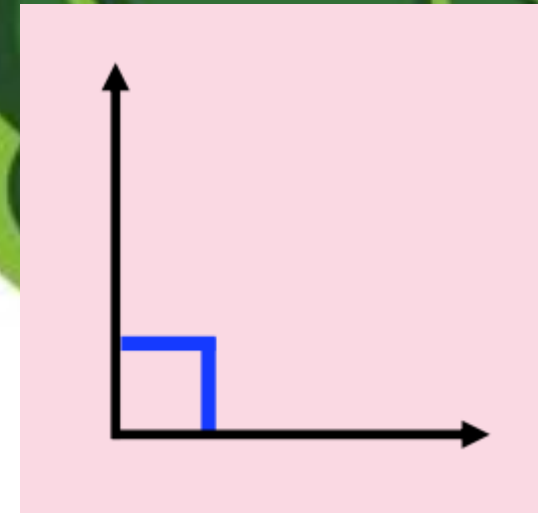
These pairs of lines meet to form angles:



Angles



Acute angle

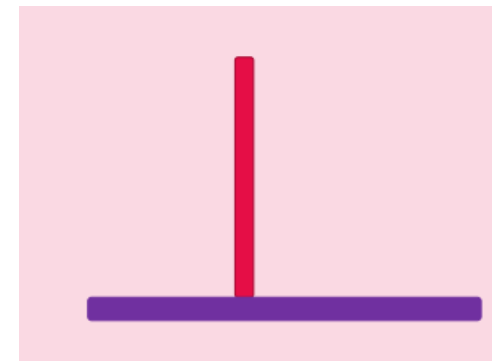


Right angle

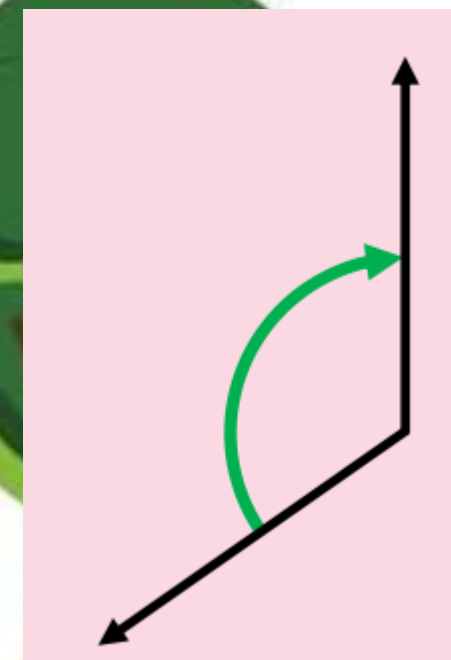
STAR Words

Unit 10: Angles and Shape

2-D shape	A figure is two-dimensional if it lies on a plane
3-D	A solid is three-dimensional and occupies space
acute	An angle that is smaller than a right angle
angle	The amount of turn, measured in degrees
edge	A line segment joining two vertices of a plane figure (2-D shape) and the intersection of two plane faces (in a 3-D shape).
face	One of the plane surfaces of a solid shape.
flat	A level surface
horizontal	Horizontal refers to planes and line segments that are parallel to the horizon
line	A set of adjacent points that has length but no width.
obtuse	An angle that is greater than a right angle but less than 180 degrees.
one half	One of two equal parts of a shape, quantity or object.
one quarter	One of four equal parts of a whole, quantity or object
parallel	Line segments that can be described as parallel must be on the same plane and will never meet, regardless of how far either or both line segments are extended.
perpendicular	A pair of line segments (or surfaces) can be described as perpendicular if they intersect at (or form) a right angle
property	Any attribute.
quadrilateral	A 2D shape with four sides and four angles, which add up to 360 degrees.
rectangle	A quadrilateral with four right angles.
Right-angle	An angle of 90 degrees.
side	A straight line that forms part of the boundary of a shape



Perpendicular



Obtuse angle

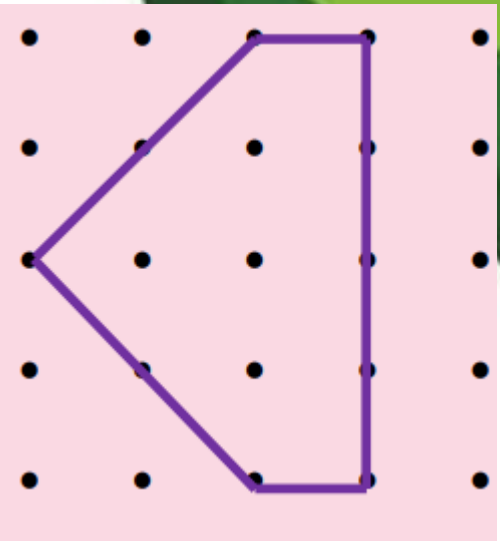
STAR Words

Unit 10:
Angles and
Shape

square	A quadrilateral with four equal length sides and four right angles.
straight	A line or movement uniform in direction, without bends or curves
surface	An outer boundary of a 3-D object.
symmetry	A shape is symmetrical when it fits exactly onto itself when folded in half.
turn	Rotation
vertex	The point at which two or more lines intersect



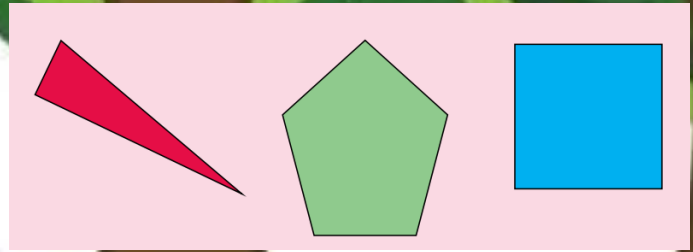
Parallel lines



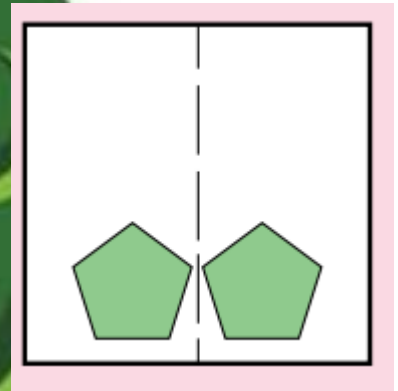
Properties of a shape



3-D Shape



2-D Shapes



Reflective symmetry