

## Key Vocabulary

## Turns and Angles

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

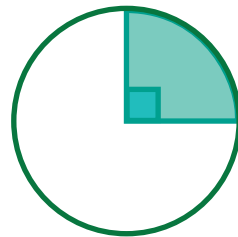
edge

vertex

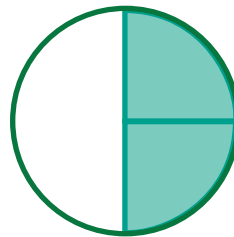
vertices

apex

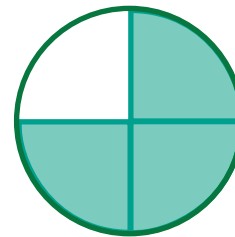
Angles can be used as a description of a turn.



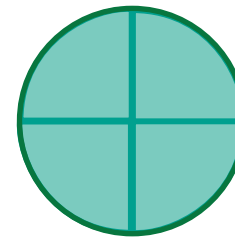
$\frac{1}{4}$  turn



$\frac{1}{2}$  turn



$\frac{3}{4}$  turn



1 turn



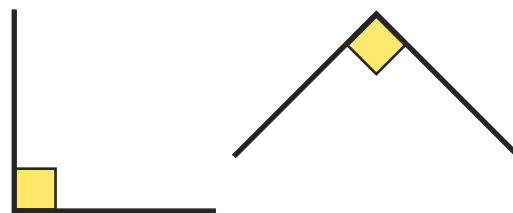
clockwise



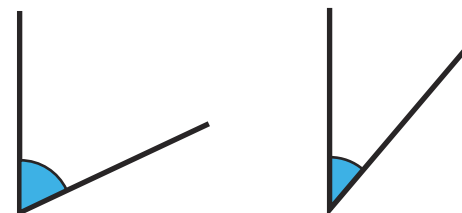
anticlockwise

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

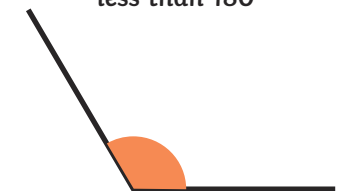
**Right Angle**



**Acute Angle**  
Less than 90°



**Obtuse Angle**  
Greater than 90° and less than 180°



## Type of Lines

horizontal



vertical



parallel



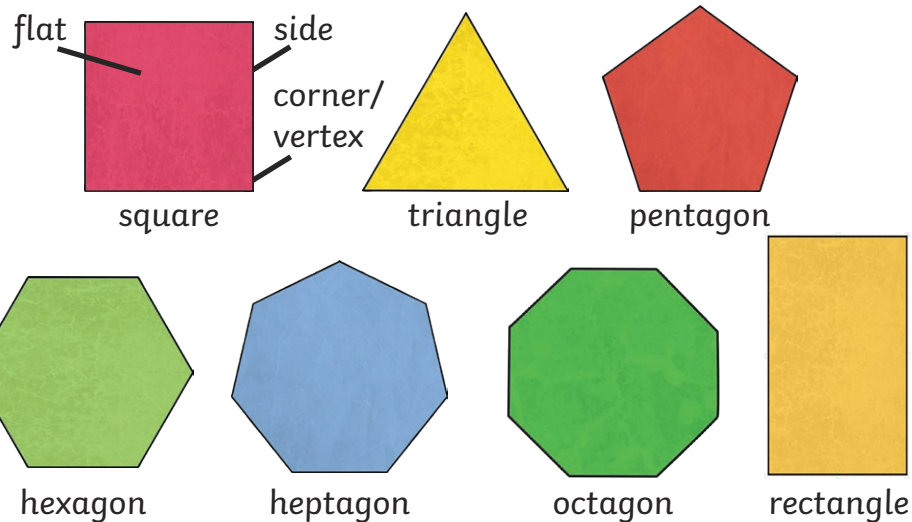
perpendicular



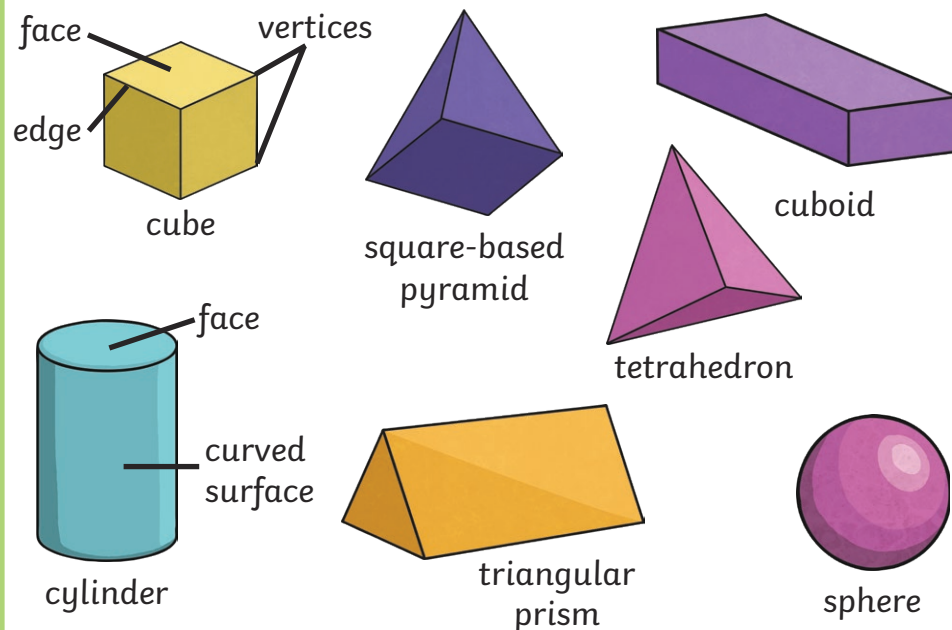
# Properties of Shapes

# Knowledge Organiser

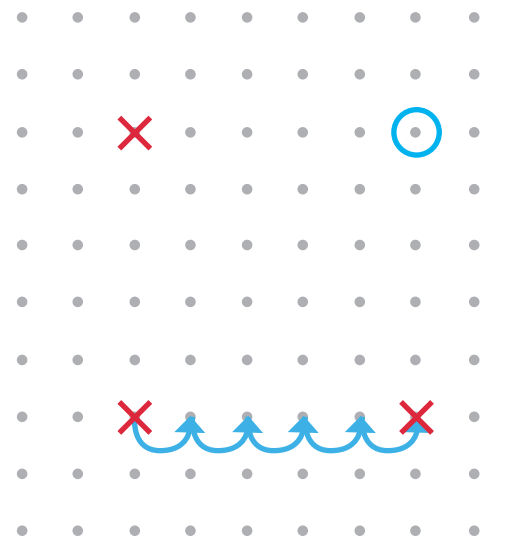
## Recognise and Describe 2D Shapes



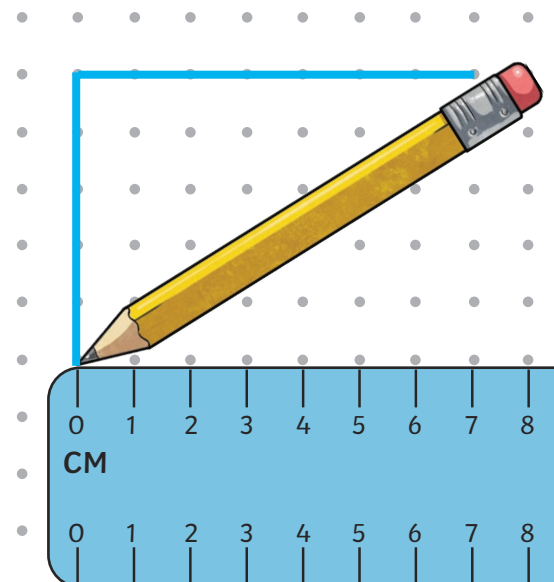
## Recognise and Describe 3D Shapes



## 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.