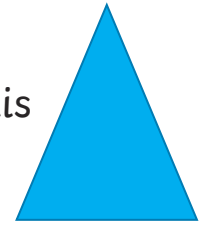
Geometry

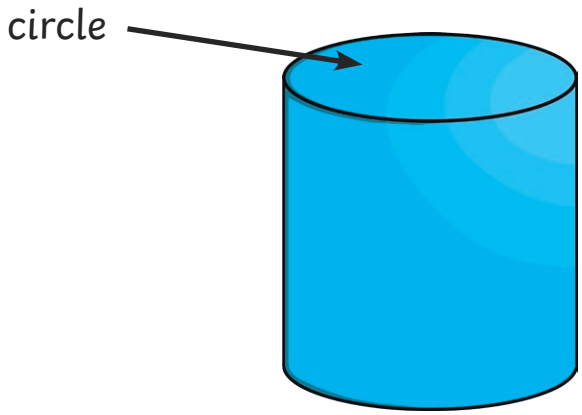
2D Shape

Identify and describe the properties of 2D shapes, including the number of sides.

How many sides has this triangle got?



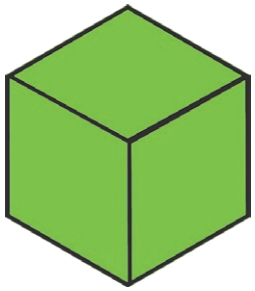
Identify 2D shapes on the surface of 3D shapes, (for example, a circle on a cylinder and a triangle on a pyramid).



3D Shape

Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.

How many edges, vertices and faces does a cube have?



Sorting

Compare and sort common 2D and 3D shapes and everyday objects.

Sort shapes according to the number of faces, sides, vertices or edges.

Tick the shape with 4 sides.

Position, Direction and Movement

Order and arrange combinations of mathematical objects in patterns and sequences.

Continue this sequence:

Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

Give 3 or 4 instructions to a partner to move from one place to another using quarter and half turns.

Go forwards 4 steps. Move a quarter turn clockwise.

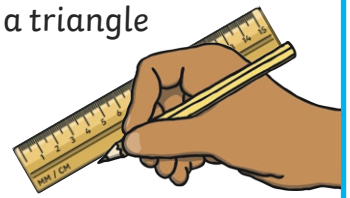
Geometry

2D Shape

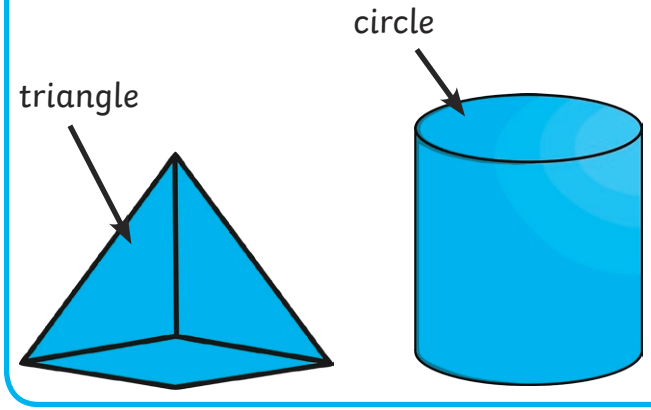
Identify and describe the properties of 2D shapes, including the number of sides.

How many sides does a triangle have?

Can you draw a line of symmetry with a ruler?



Identify 2D shapes on the surface of 3D shapes, (for example, a circle on a cylinder and a triangle on a pyramid).



3D Shape

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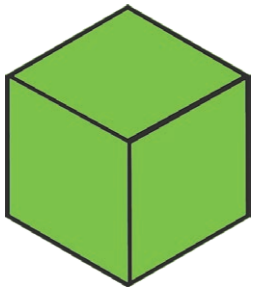


Sorting

Compare and sort common 2D and 3D shapes and everyday objects.

Sort shapes according to the number of faces, sides, vertices or edges.

Tick the shapes with 4 sides.

Position, Direction and Movement

Order and arrange combinations of mathematical objects in patterns and sequences.

Continue this sequence:

Sequences can be in different orientations (e.g. vertical).

Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

Give instructions to a partner to move from one place to another using quarter and half turns.

Go forward 4 steps.

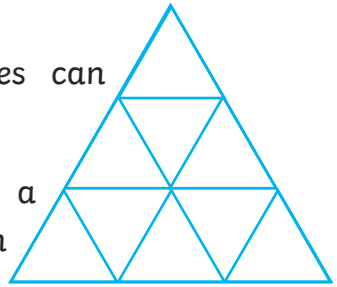
Move a quarter turn clockwise.

Program a robot to move using different directions and turns.

Geometry

2D Shape

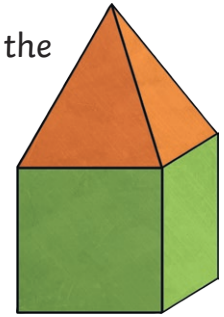
Identify and describe the properties of 2D shapes, including the number of sides and line symmetry in a vertical line.



How many triangles can you see?

Can you create a symmetrical pattern using 2 colours? 3 colours? Where is the line of symmetry?

Identify 2D shapes on the surface of 3D shapes, [for example, a circle on a cylinder and a triangle on a pyramid].



What 2D shape is on the surface of this shape?

How many triangular faces does this shape have? How do you know?

3D Shape

Identify and describe the properties of 3D shapes, including the number of edges, vertices and faces.

There is a 3D shape in the bag. It has a curved surface. What shapes could it be? What shapes could it not be? Describe a shape to your friend and see if they can guess which shape you are describing. Could it be a different shape?

Sorting

Compare and sort common 2D and 3D shapes and everyday objects.

Sort shapes according to the number of faces, sides, vertices or edges.

Sort these shapes into 2 different groups. How could you sort them?

Position, Direction and Movement

Order and arrange combinations of mathematical objects in patterns and sequences.

Continue this sequence:

What would be the 24th pattern be in the sequence? How do you know?

Use mathematical vocabulary to describe position, direction and movement, including movement in a straight line and distinguishing between rotation as a turn and in terms of right angles for quarter, half and three-quarter turns (clockwise and anti-clockwise).

Describe how the Bee-Bot could get to the treasure using 3 instructions? Can you use 4 instructions? What is the fewest amount of instructions you could use?