

## 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

curved edge

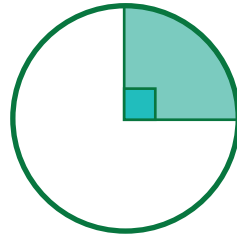
vertex

vertices

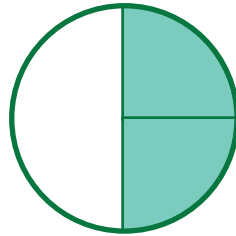
apex

## Turns and Angles

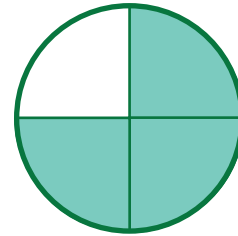
Angles can be used as a description of a turn.



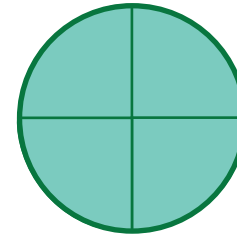
$\frac{1}{4}$  turn



$\frac{1}{2}$  turn



$\frac{3}{4}$  turn



1 turn



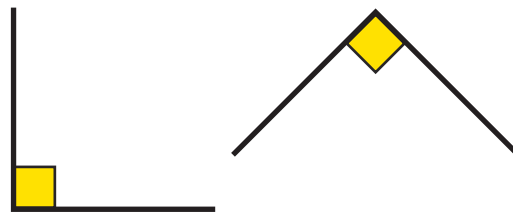
clockwise



anticlockwise

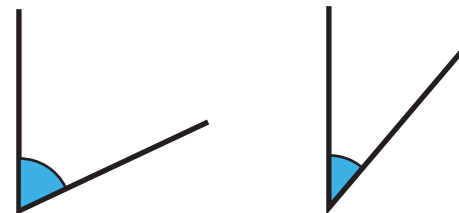
An angle is created when two straight lines meet at a point or intersect.

Right Angle



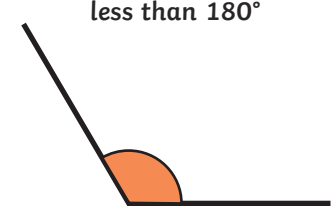
Acute Angle

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

