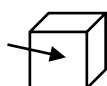


# GEOMETRIC THINKING – SET 5 – PART 1

**A** Can say how many faces, edges and vertices different 3d shapes have.



**Face**

A 2d shape that makes up one surface of a 3d shape.



**Edge**

An edge where two faces meet.



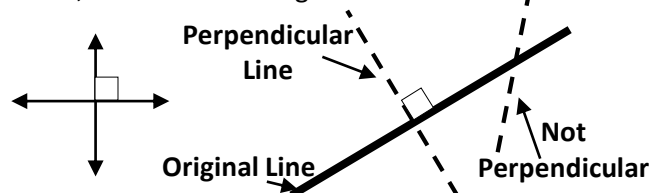
**Vertex**

A point or corner of a geometric shape.

Shape	Faces	Edges	Vertices
Cube	6	12	8
Triangle Pyramid	4	8	5
Hexagonal Prism	8	18	12

**B** Can recognise and describe perpendicular lines.

'Perpendicular is a given line at  $90^\circ$  to a certain line. Plane, surface or to the ground.'



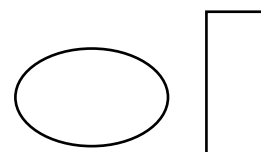
**C** Can explain which shapes are elongated and why.

Elongated means to stretch out or extend the length of.

**Not Elongated**



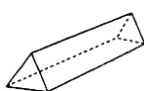
**Elongated**



**D** Can discuss the features of 3d shapes and knows the cross section of these shapes

**Prism**

A 3d shape with straight parallel sides and a polygon cross section.



**Cylinders**

A 3d shape with straight parallel sides and a circular or oval cross section.



**Pyramids**

A 3D shape with a base that can be any polygon and 3 or more triangular faces that meet at a point at the top.



**Cones**

A 3D shape with a base that is circular or oval, which tapers to a point at the top.



**Regular Polyhedral**

A 3D Shape whose faces are identical regular polygons. All side lengths are equal, all angles are equal.



**Polyhedral**

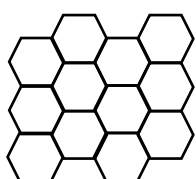
A 3D shape with many plane faces.



**E** Know which shapes tessellate and why.

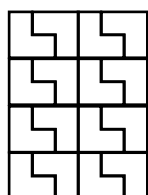
A Tessellation of a flat surface is the tiling of a plane using one or more geometric shapes called tiles, with no overlaps and no gaps.

**Tessellate**



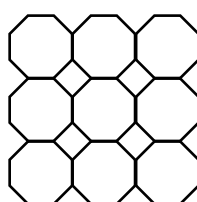
Regular hexagons tessellate as they tile together leaving no gaps or overlaps.

**Tessellate**



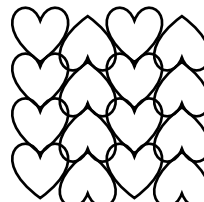
This polygon tessellates when it is rotated  $90^\circ$  and shifted to leave no gaps or overlaps.

**Two shape Tessellation**



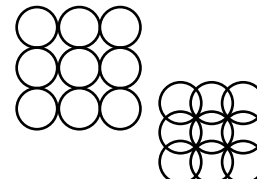
Octagons on their own does not tessellate as they leave gaps, but when the gaps are filled with a square they tessellate together.

**Doesn't Tessellate**



Hearts even when rotated and squashed together do not tessellate as they leave little gaps and overlap a little.

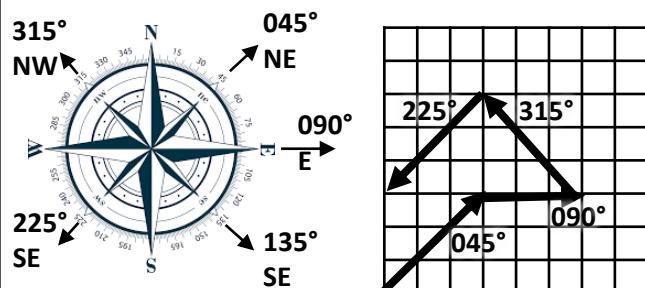
**Doesn't Tessellate**



Circles do not tessellate, they either leave gaps or when squashed together they overlap.

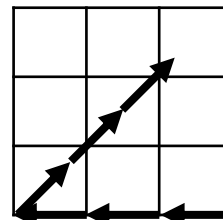
# GEOMETRIC THINKING – SET 5 – PART 2

- F** Can use a compass to find degrees and bearings. Bearings always have 3 numbers, eg: 045°



- G** Knows that measurements that aren't N, S, E or W don't cover full squares.

**Example:** Travel 3km west, and then 3km on a bearing of 045°

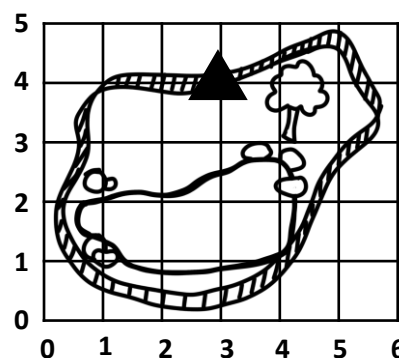


- H** Can use and understand grid references using an x and y axis (x, y)

x is the horizontal line, it show how far right (or West) a point is from the vertical line.  
y is the vertical line, it show how far up (or North) a point is from the base line.

**Example:** What are the co-ordinates of the triangle?

(3, 4) x = 3, so it will be placed 3 units right of the vertical line.  
y = 4, so it will be placed 4 units above the base line.



- I** Can draw models and diagrams of 2d and 3d models from 2d and 3d drawings.

