

2D space – lines and curves

These are **straight lines**.




These are **curves**.





- 1  Draw 5 different straight lines. Draw 5 different curves.

straight lines

curves

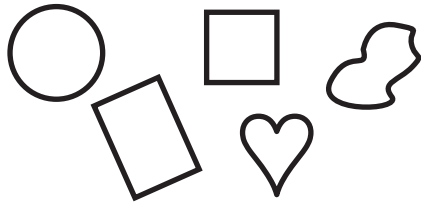
- 2  Trace over the **straight lines** in red. Trace over the **curves** in green.



- 3   On a big piece of paper draw 3 straight lines and 3 curves. Swap your paper with a partner's and draw more lines and curves to turn them into pictures.

2D space – closed shapes, open lines

Shapes are **closed**. Their lines **always** join up.

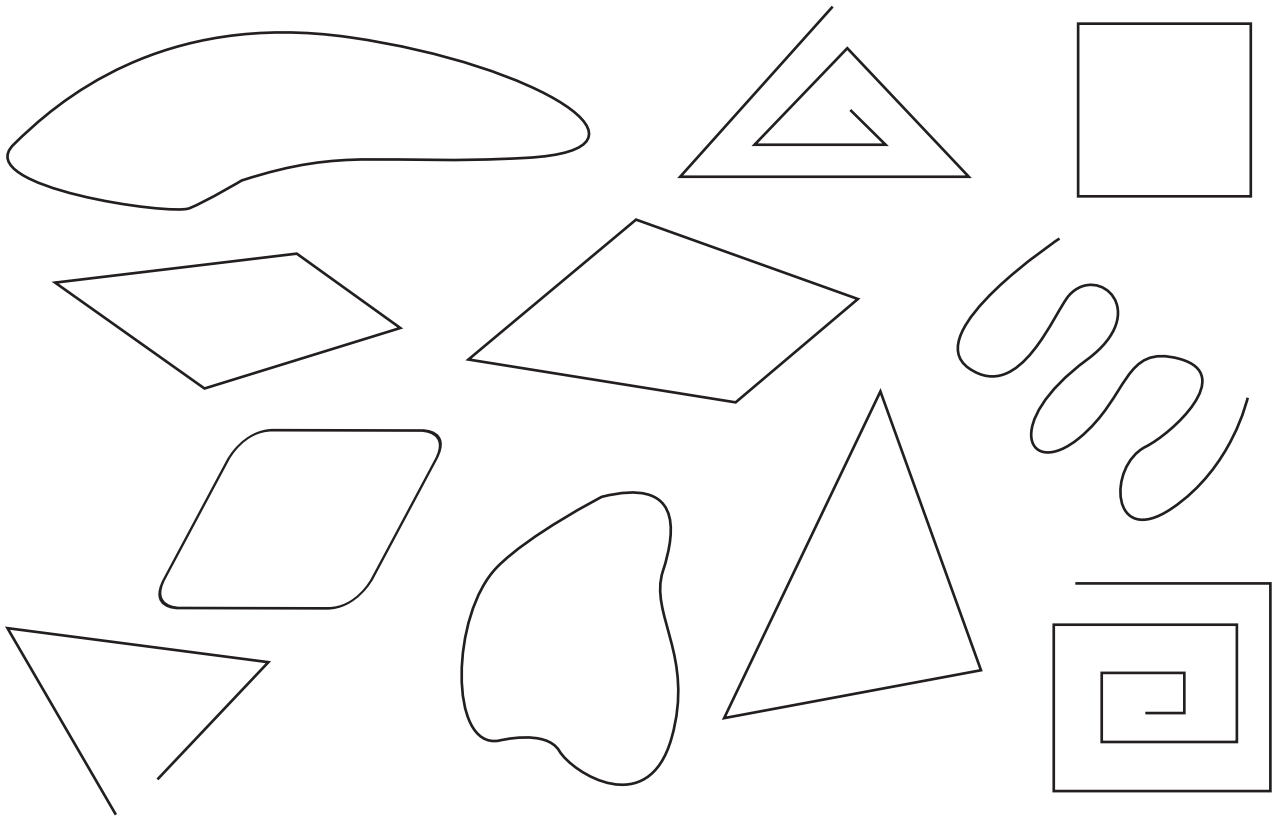





These **are** shapes.



These **are not** shapes.
They are just lines.

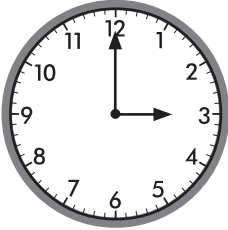
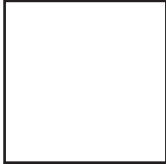
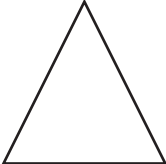
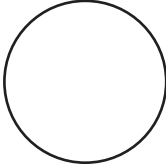

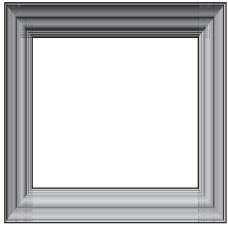
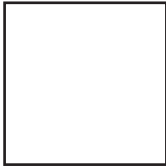
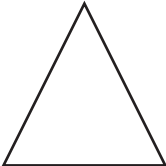
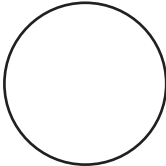


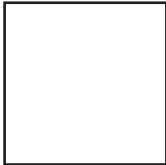
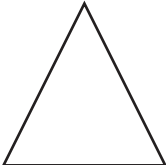
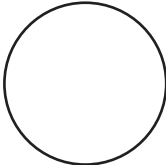

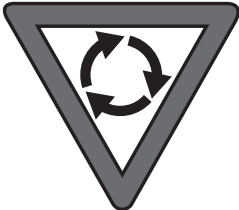
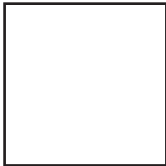
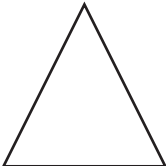
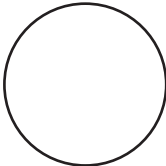


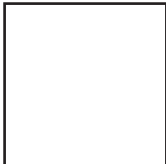

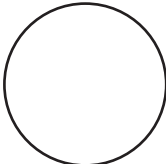
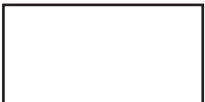

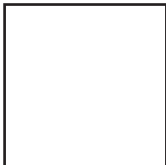

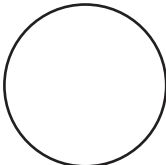

- 1  Colour the **shapes**. Trace over the **lines**.



- 2   Draw either a line or a shape for your partner.
 Ask your partner, 'Line or shape?'
Give them a counter if they are right.
Swap.
Play until you both have 5 counters.

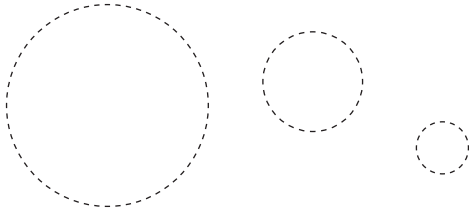
2D space – matching shapes with everyday objects

1  Colour the matching shape.


	   
	   
	   
	   
	   
	   

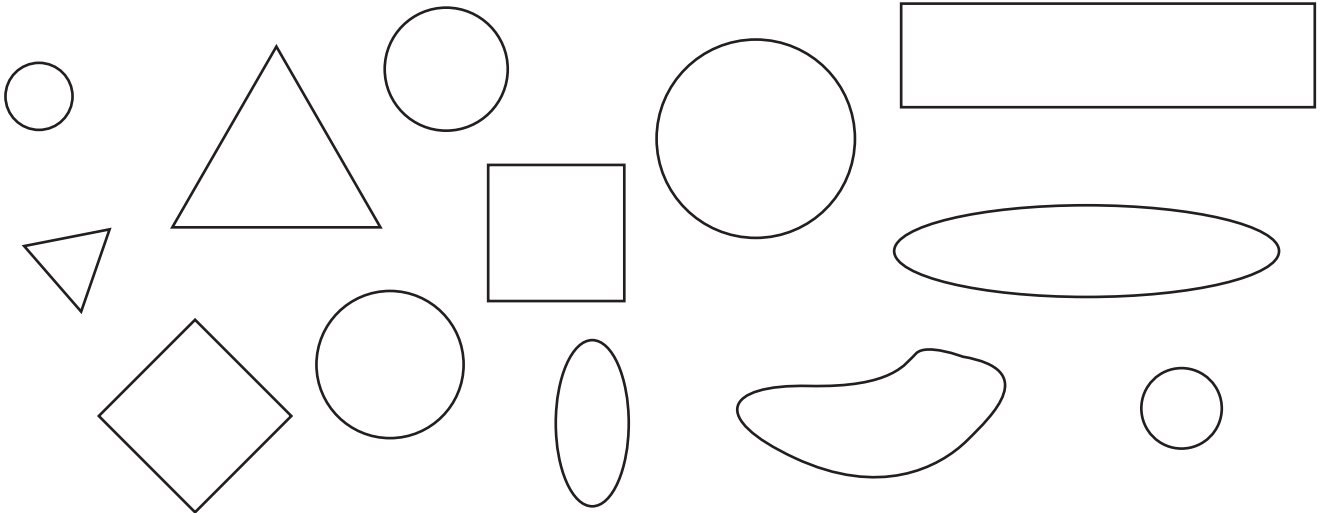
2D space – circles




- 1    Say, trace and draw.



circle

- 2  Colour all the circles red.

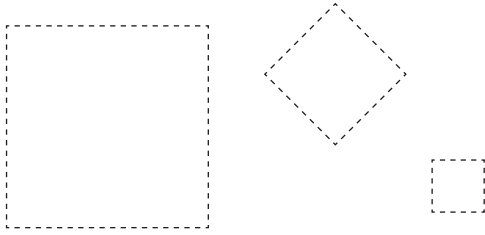


- 3    Go on a circle hunt with a partner. Every time you find a circle, draw it below.

We found circles on our circle hunt.

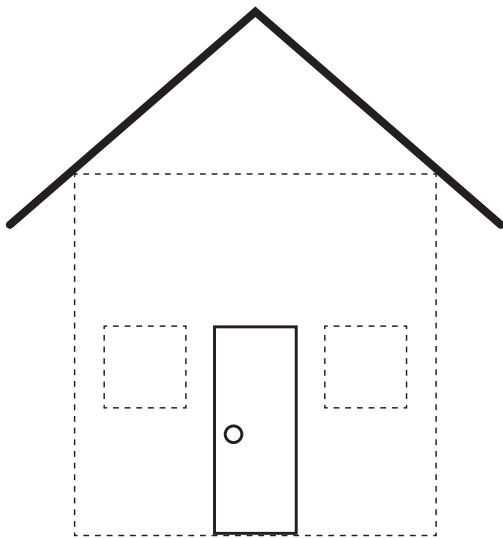
2D space – squares

- 1    Say, trace and draw.





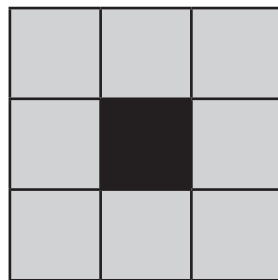
square

- 2  Trace over the squares.



Draw a bear made of squares.

- 3   Look at the black square.
We have put squares around it to make a bigger square.



Make this yourself using square blocks.

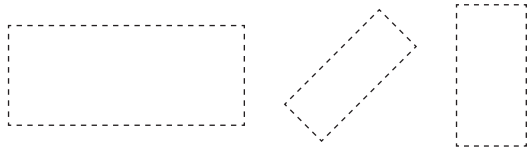
Now, can you make it bigger again? Can you keep going?

How big can you make your square?

2D space – rectangles

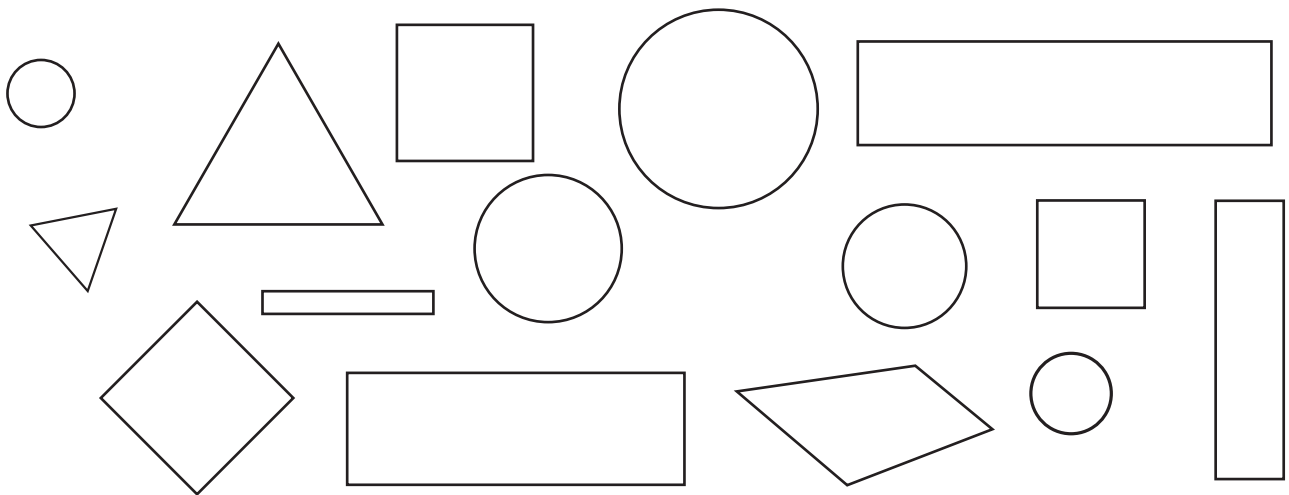




- 1    Say, trace and draw.



rectangle

- 2  Colour all the rectangles green.

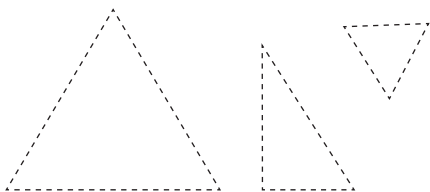


- 3   Cut out your rectangular brick below. Write your name on it and decorate it with rectangles.
Build a class wall with all the bricks.
How many bricks are in your wall? What shape is your wall?




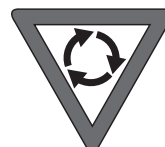
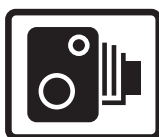
2D space – triangles


- 1    Say, trace and draw.



triangle

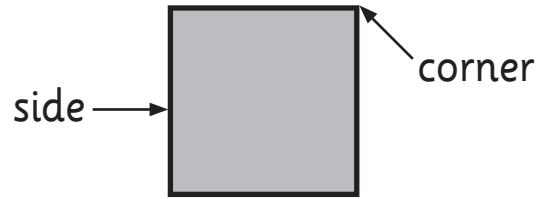
- 2  Loop all the triangles.



- 3  Draw a triangle below and turn it into your own sign.
Share your sign with your class.

2D space – properties

All shapes have sides.
Some shapes have corners as well.



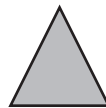
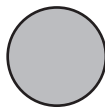
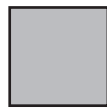
You will need:



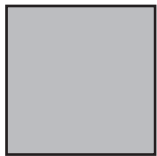
attribute blocks

What to do:

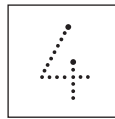
Find these blocks.



Count how many sides and corners on each shape. Record them.



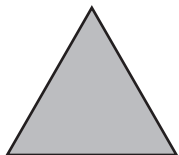
A **square** has



sides and



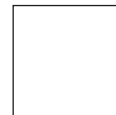
corners.



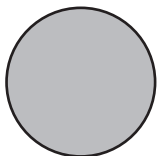
A **triangle** has



sides and



corners.



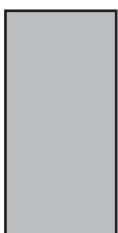
A **circle** has



sides and



corners.



A **rectangle** has



sides and

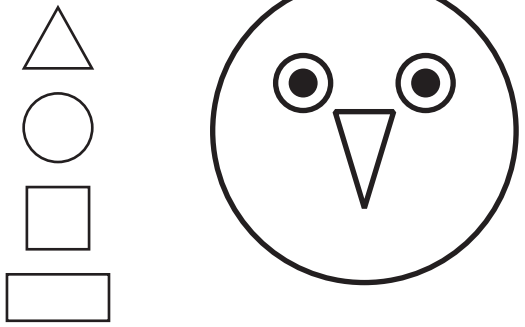


corners.

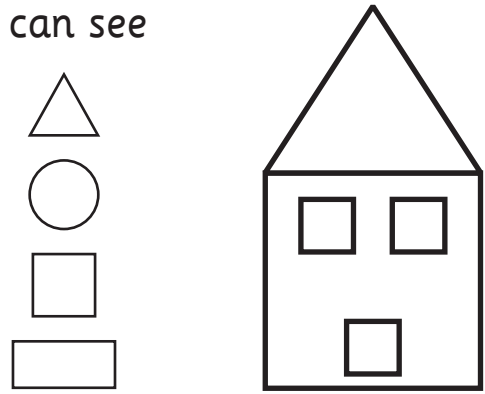
2D space – explore

- 1  What shapes can you see? Colour them.

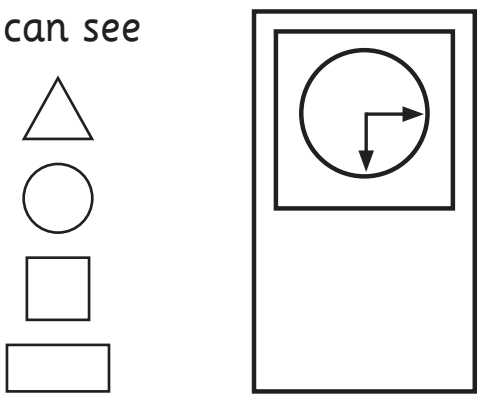
I can see



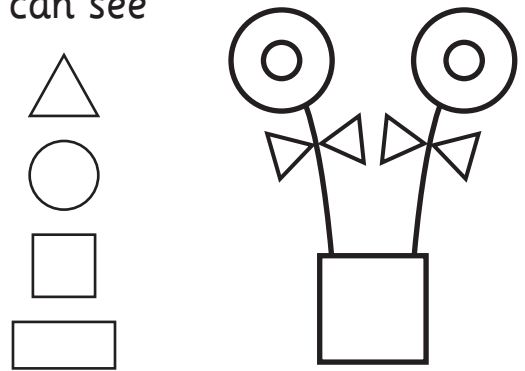
I can see






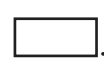


I can see

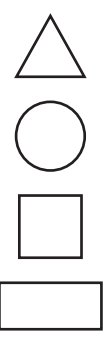


I can see



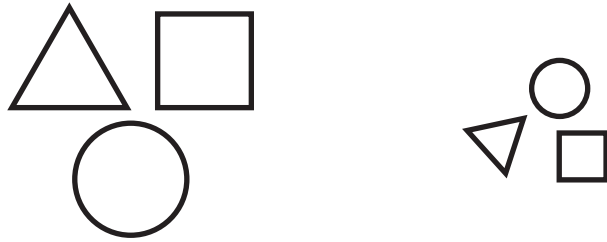
- 2   Draw your own shape picture using    . Swap with a partner and colour the shapes you can see in their picture.

I can see



2D space – explore

How have we sorted these shapes?



Can you think of another way we could sort them?

You will need:



a partner



attribute blocks

What to do:

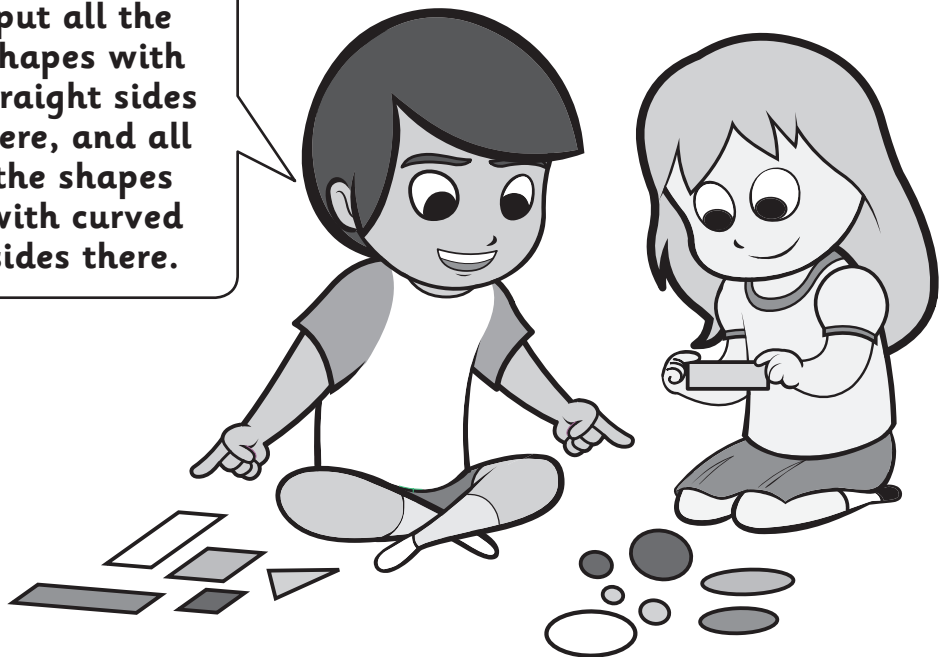
Take turns sorting the blocks.

Ask your partner to tell you how they think you sorted the blocks.

Are they right?

Swap jobs.

I think you put all the shapes with straight sides here, and all the shapes with curved sides there.

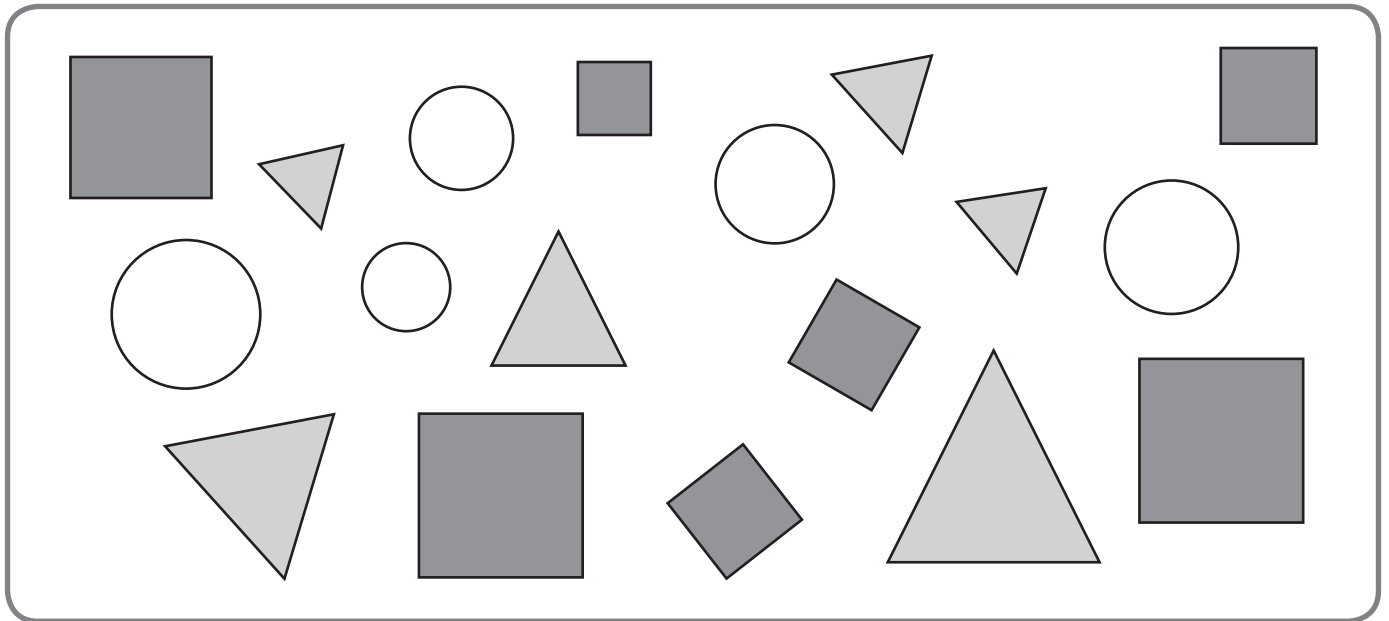
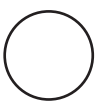



What to do next:

Sort them another way.

2D space – explore

- 1  How many of each shape are there?



- 2  Draw some more circles, squares and triangles in the box below. Ask a partner to write **t** in the triangles, **c** in the circles and **s** in the squares.

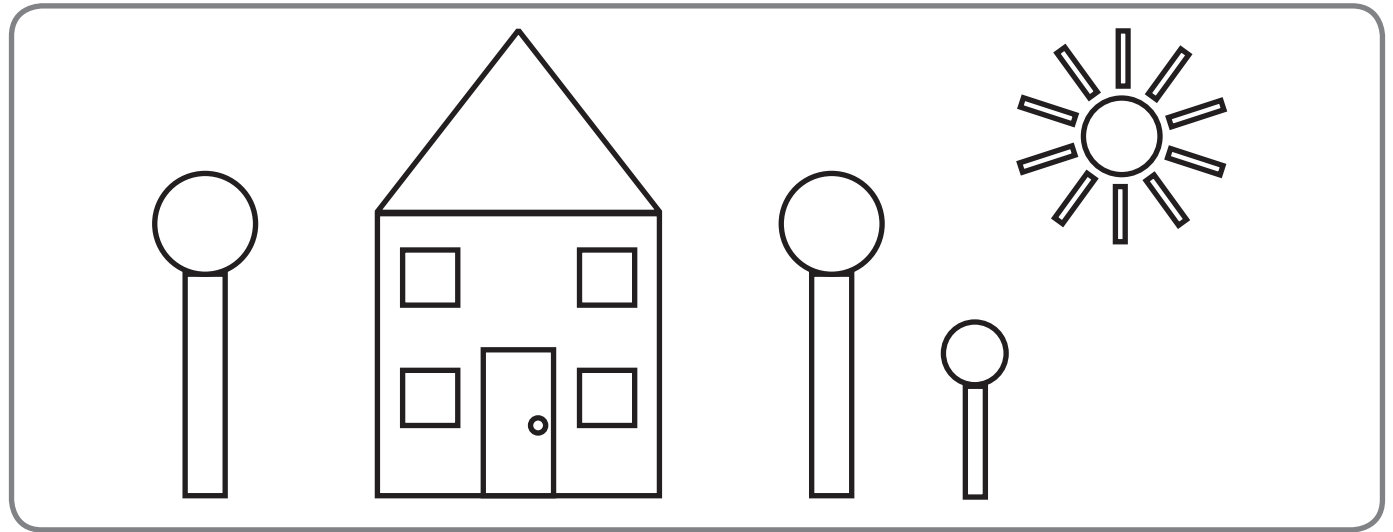


2D space – explore

You will need:  attribute blocks

What to do:

Look at the picture. Count how many of each shape.



What to do next:

Create your own picture using attribute blocks.
Count and record how many of each block you used.

I used ...

2D space – explore

You will need:



a partner



scissors

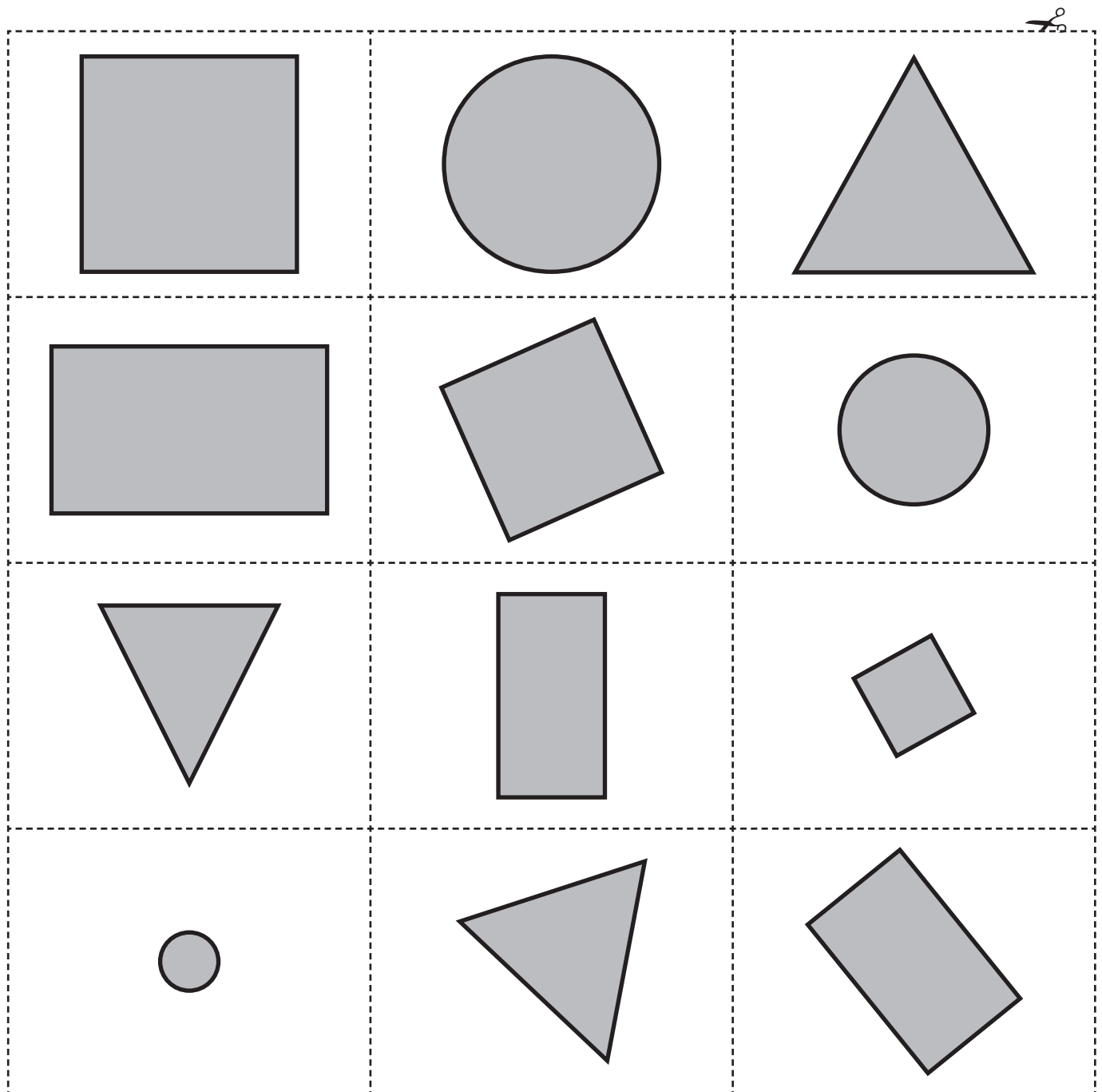


copy

What to do:

Cut out the shape cards. Combine your cards with your partner's cards and turn them face down.

Take turns turning over 2 cards. If the shapes match, you keep them. It is OK if they are different sizes or in different positions.



2D space – explore

You will need:



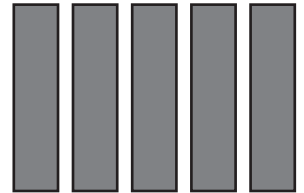
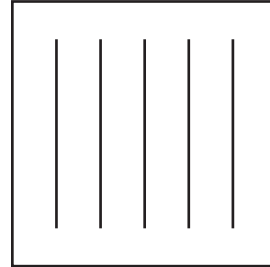
2 paper squares in different colours



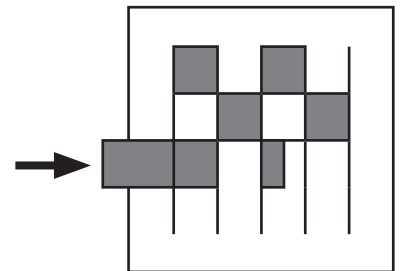
glue stick

What to do:

Ask your teacher to make 5 cm cuts in one square like this and to cut the other square into 5 cm strips.



Weave your strips through the square, going over and under. Glue each strip at both ends or paste your weaving onto a square of black cardboard.



What to do next:

Join your weaving with those of your classmates to make a great big rug.

Talk with your teacher and classmates to answer these questions.

What shape is the rug?

How many big squares are in the rug?

How many small squares might there be?