

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

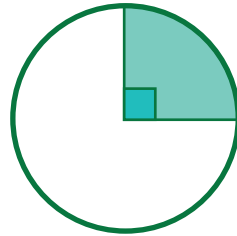
vertex

vertices

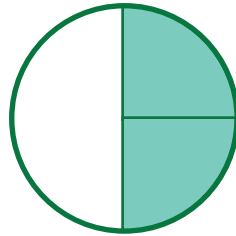
apex

Turns and Angles

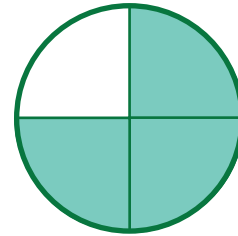
Angles can be used as a description of a turn.



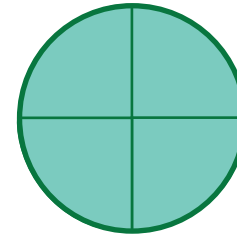
$\frac{1}{4}$ turn



$\frac{1}{2}$ turn



$\frac{3}{4}$ turn



1 turn



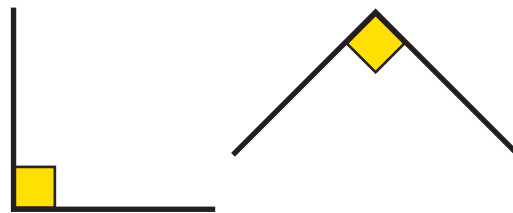
clockwise



anticlockwise

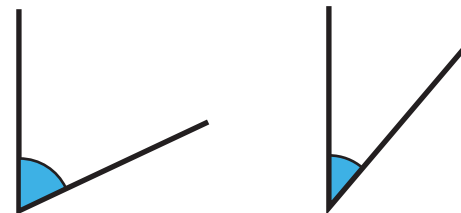
An angle is created when two straight lines meet at a point or intersect.

Right Angle



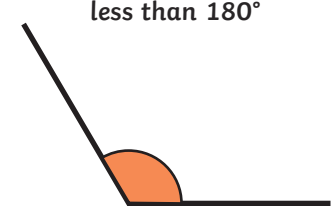
Acute Angle

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

