

Key Vocabulary

2D

3D

flat

solid

corner

apex

vertex

vertices

side

edge

face

surface

curved

straight

round

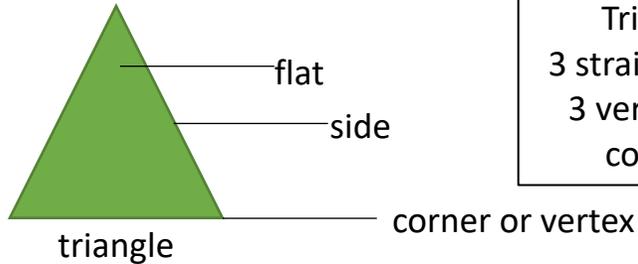
quadrilateral

line of symmetry

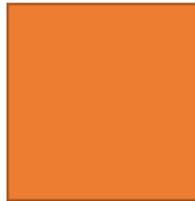
vertical

Recognise 2-D shapes

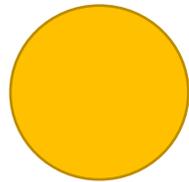
Two-dimensional (2D) shapes are flat.



Triangle
3 straight sides
3 vertices or
corners



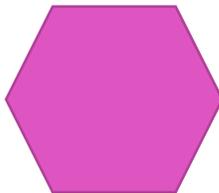
square



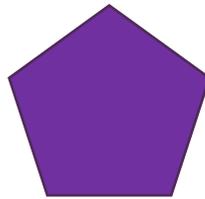
circle



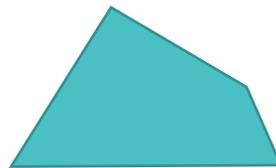
rectangle



hexagon



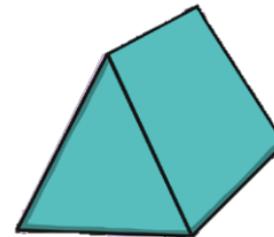
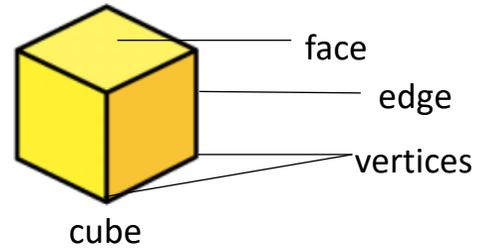
pentagon



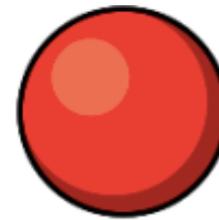
quadrilateral

Recognise 3-D shapes

Three-dimensional (3D) shapes have width, height and depth.



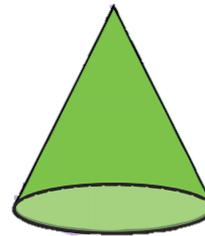
triangular
prism



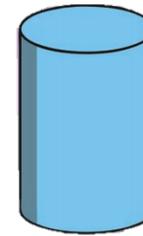
sphere



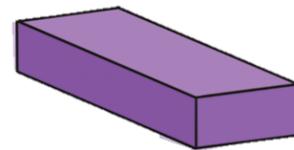
square-based
pyramid



cone



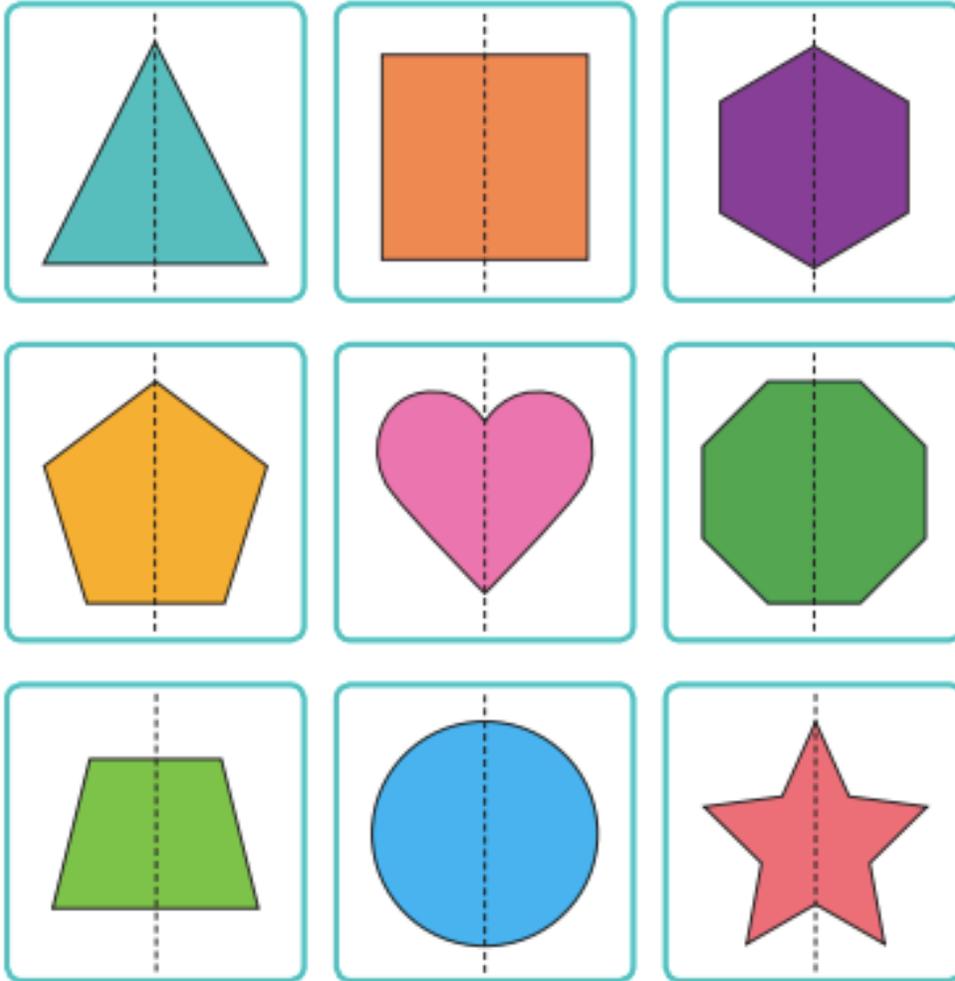
cylinder



cuboid

Lines of symmetry

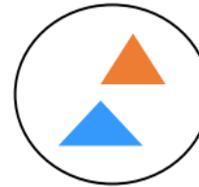
A line of symmetry is a line that cuts a shape exactly in half. If you fold the shape along the line, both halves would match exactly. These shapes have a vertical line of symmetry.



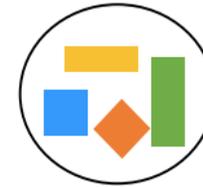
Sort 2D and 3D shapes

These 2D shapes have been sorted by how many sides they have.

3 sides

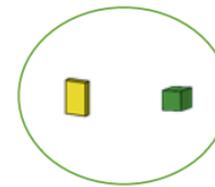


4 sides

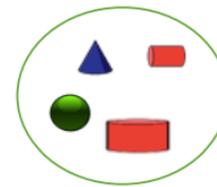


These 3D shapes have been sorted by their type of face or by whether they will roll

flat face
/ wont roll

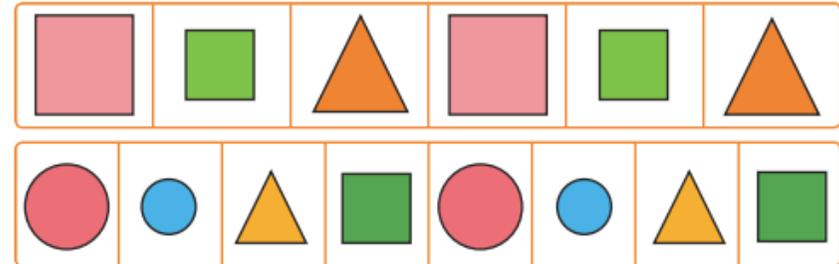


curved surface
/ will roll



Repeating patterns

2D patterns



3D patterns

