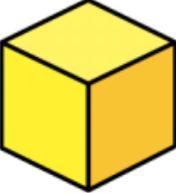
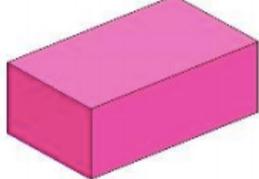
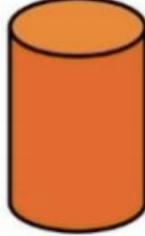
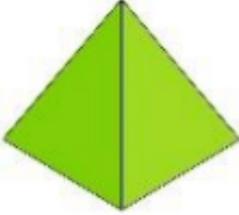
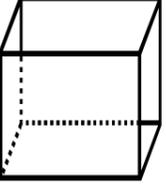
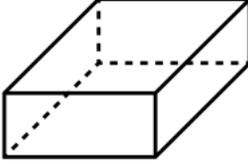
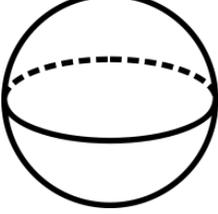
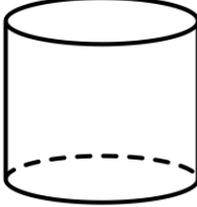
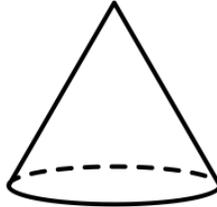
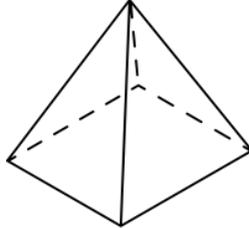


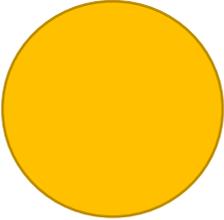
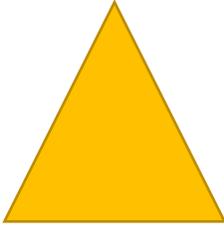
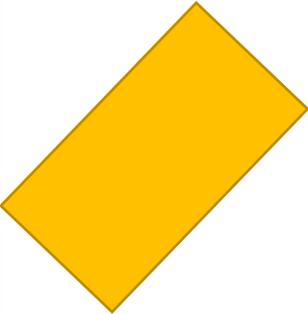
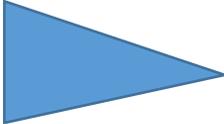
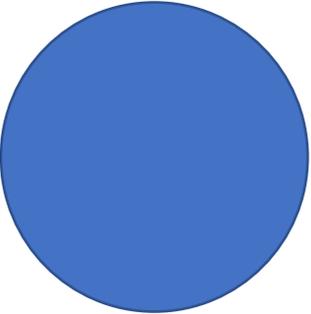
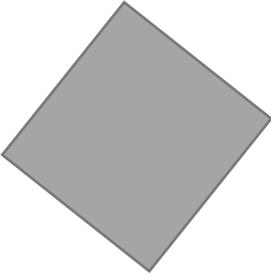
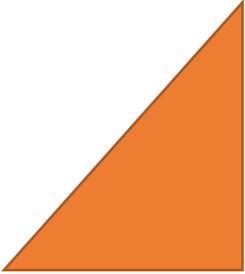
Key Vocabulary

- side
- edge
- corner
- vertices
- vertex
- flat
- curved
- face
- straight
- surface
- 2D
- 3D
- pattern
- group
- sort
- orientation
- properties

3D shapes

cube	cuboid	sphere	cylinder	cone	pyramid
					
					
					

2D shapes

rectangle	circle	square	triangle
			
			
			

Patterns

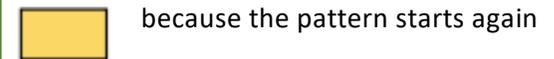
We can make patterns with 2D and 3D shapes. A pattern follows a rule. There is always a **core pattern** so we can work out what will come next.



Say the pattern aloud: rectangle, triangle, circle, rectangle, triangle, circle, rectangle, triangle, circle

The core pattern is **rectangle, triangle, circle**

What shape comes **after** the circle?



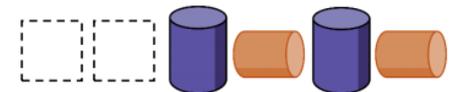
What shape comes **before** the rectangle? 



Say the pattern aloud: sphere, pyramid, pyramid, sphere, pyramid, pyramid, sphere, pyramid, pyramid,

The core pattern is **sphere, pyramid, pyramid**

What shape would be next?



Can you use the core pattern to work out what shapes come **before**?