

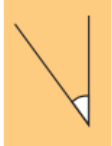
Year 6                      Block 12                      Unit: Shape

**Key Vocabulary:**


angle	right angle	acute	obtuse	reflex	protractor	horizontal
vertical	parallel	perpendicular	polygon	regular	irregular	radius
circumference						diameter

**What will I know by the end of this unit?**


**Measure and classify angles:**



**Acute Angles**  
Any angle that measures less than 90° is called an **acute** angle.




**Obtuse Angles**  
Any angle that measures greater than 90° and less than 180° is called an **obtuse** angle.

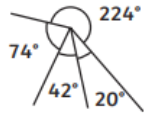


**Reflex Angles**  
Any angle that measures greater than 180° is called a **reflex** angle.

**Calculate angles:**

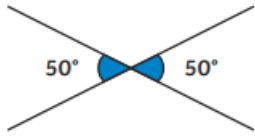
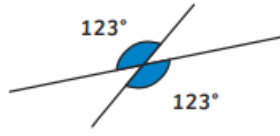


Angles on a straight line always total 180°.



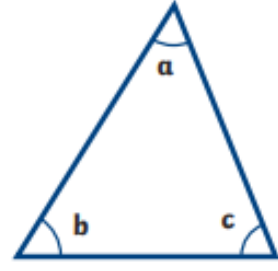
Angles around a point always total 360°.

**Vertically opposite angles:**

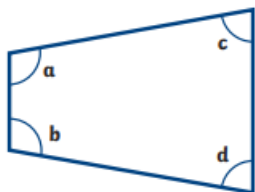
Opposite angles that share a vertex are equal.

**Angles in a triangle:**



**a + b + c = 180°**

**Angles in quadrilaterals:**



**a + b + c + d = 360°**

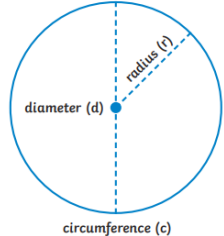
**Circles:**

A circle is a 2D shape. The perimeter of a circle is called the **circumference** (c). The distance across the circle, passing through the centre, is called the **diameter** (d).

The distance from the centre of the circle to the circumference is called the **radius** (r).










$r \times 2 = d$

$\frac{d}{2} = r$



**Angles in polygons:**

3D shapes have three dimensions – **length**, **width** and **depth**.  
A **polyhedron** is a 3D shape with flat faces. Spheres, cylinders and cones are not polyhedrons as they have curved surfaces.

<b>Cube</b>  6 square faces 12 edges 8 vertices	<b>Tetrahedron</b>  4 triangular faces 6 edges 4 vertices	<b>Sphere</b>  1 curved surface 0 edges 0 vertices
<b>Cuboid</b>  6 faces 12 edges 8 vertices	<b>Octahedron</b>  8 faces 12 edges 6 vertices	<b>Triangular prism</b>  5 faces 9 edges 6 vertices
<b>Square-based pyramid</b>  5 faces 8 edges 5 vertices	<b>Cone</b>  1 circular face 1 curved surface 1 curved edge 1 apex	<b>Cylinder</b>  2 circular faces 1 curved surface 2 curved edges 0 vertices

**Nets of 3-D shapes:**

