Year 5 Shape and Geometric Reasoning Maths Knowledge Organiser

Obtuse



Tear 9 Staps and Scotter Reasonably Flattes Retowing Sciences			
Key Vocabulary	Shape	Geometric Reasoning	
Shape Three Dimensional	I can connect 3D objects with their nets and other 2D representations.	I can estimate, measure and compare angles using degrees.	
3D Object	<u>Cube</u>	Right Angle: 90°	Straight Angle: 180°
Nets		to so \$100 110	70 80 90 100 110 100 90 80 70 50 145
Models		6 5 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6 6	8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8
Faces		110 170 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0	1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1
Edges		Acute Angle: less than 90°	Reflex Angle: between 180° and 360°
Vertices		100 100 100 100 100 100 100 100 100 100	between 100 and 500
Cube	Rectangular Prism Square-based Pyramid	8 8 8 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	10 90 90 10 116 116 116 116 116 116 116 116 116
Prism		Obtuse Angle: greater than 90	0 2 8 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5
Pyramid		90 90 100 110 110 110 110 110 110 110 11	25 20 00 00 00 00 00 00 00 00 00 00 00 00
Rectangular Prism			4 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2
Triangular Prism		10 10 10 10 10 10 10 10 10 10 10 10 10 1	OT, OT OG OS OL
Square-based Pyramid	<u>Triangular Prism</u> <u>Triangular-based Pyramid</u>		
Triangular-based		I can construct angles using a protractor.	
Pyramid Angles		6 10 100 90 10 100 100 100 100 100 100 10	nt the degree lines carefully.
90 degrees		8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8 8	
Acute			9.8
		Read from zero on the outer	→ 3

scale of your protractor.