

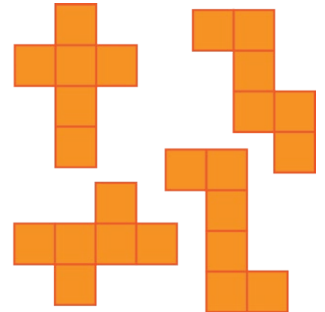
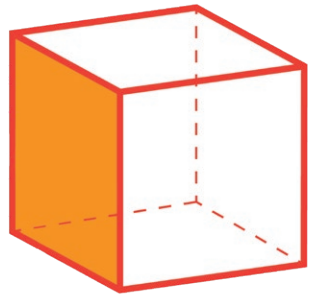
# Year 5 Shape and Geometric Reasoning Maths Knowledge Organiser



Key Vocabulary	Shape
Shape	I can connect 3D objects with their nets and other 2D representations. <input type="checkbox"/>
Three Dimensional	
3D Object	<b>Cube</b>
Nets	
Models	
Faces	
Edges	
Vertices	
Cube	<b>Rectangular Prism</b>
Prism	
Pyramid	<b>Square-based Pyramid</b>
Rectangular Prism	
Triangular Prism	
Square-based Pyramid	<b>Triangular Prism</b>
Triangular-based Pyramid	<b>Triangular-based Pyramid</b>
Angles	
90 degrees	
Acute	
Obtuse	

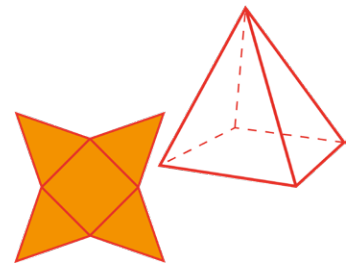
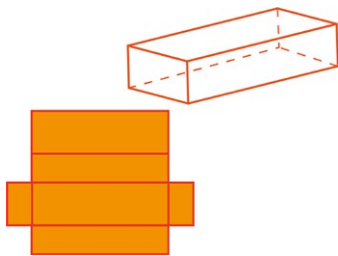
I can connect 3D objects with their nets and other 2D representations.

**Cube**



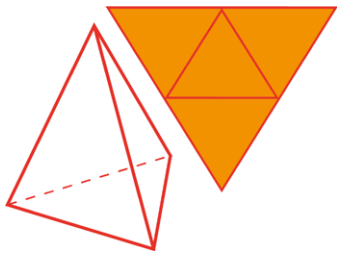
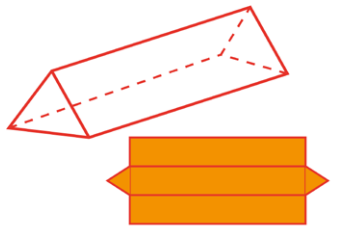
**Rectangular Prism**

**Square-based Pyramid**



**Triangular Prism**

**Triangular-based Pyramid**

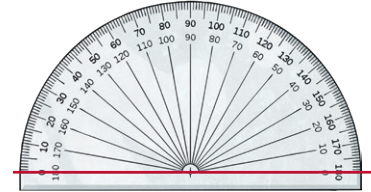
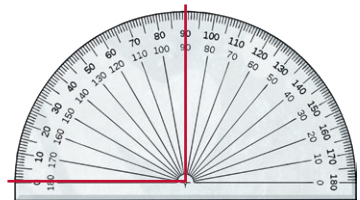


Geometric Reasoning

I can estimate, measure and compare angles using degrees.

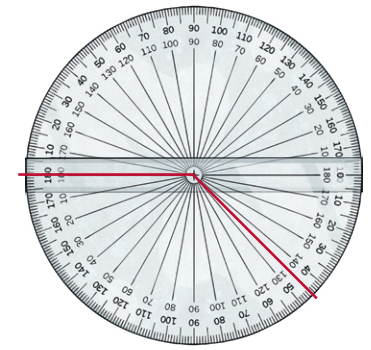
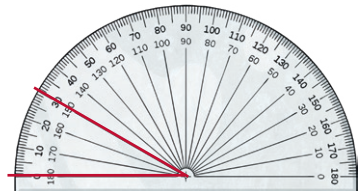
**Right Angle: 90°**

**Straight Angle: 180°**

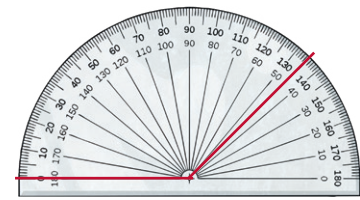


**Acute Angle: less than 90°**

**Reflex Angle: between 180° and 360°**

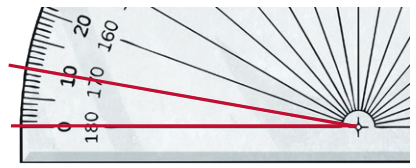
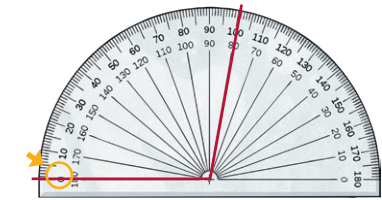


**Obtuse Angle: greater than 90°**



I can construct angles using a protractor.

Count the degree lines carefully.



Read from zero on the outer scale of your protractor.