



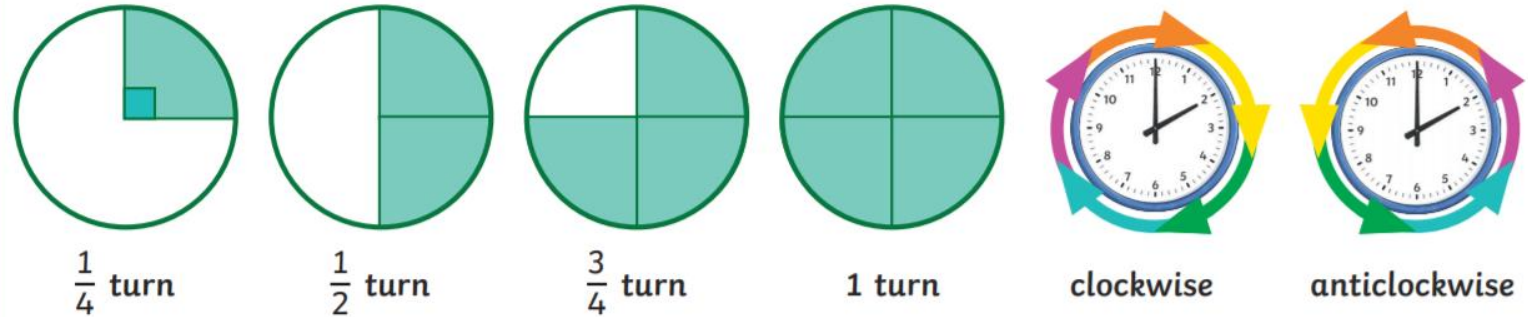
Key Vocabulary

polygon
 sides
 corners
 two dimensional (2D)
 three dimensional (3D)
 faces
 curved surface
 curved edge
 vertices
 vertex
 edges
 Line symmetry

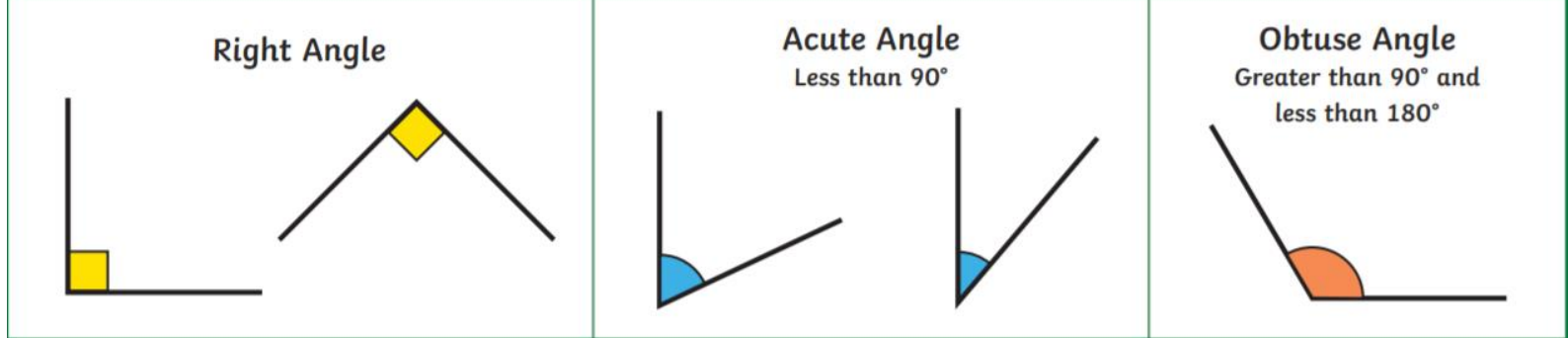
 quarter turn
 half turn
 three quarter turn
 right angle
 acute
 obtuse
 horizontal
 vertical
 parallel
 perpendicular

Turns and Angles

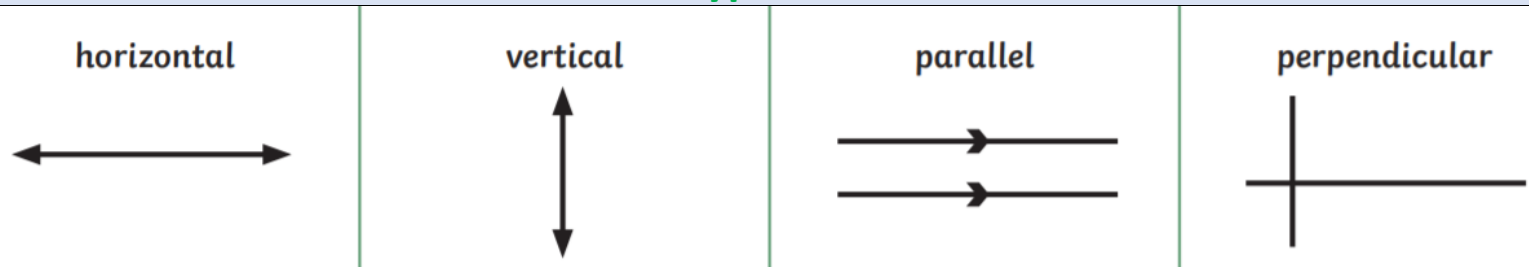
Angles can be used as a description of a turn.



An angle is created when two straight lines meet at a point or intersect.



Types of Lines





Recognise and Describe 2D Shapes

Recognise and Describe 2D Shapes

