



Properties of shape

What do I need to be able to do?

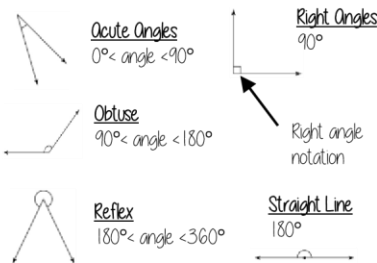
By the end of this unit you should be able to

- Measure with a protractor
- Classify and calculate angles
- Know and calculate angles in a triangle
- Know properties of angles in special quadrilaterals
- Know properties of angles in regular polygons
- Draw shapes and nets of 3D

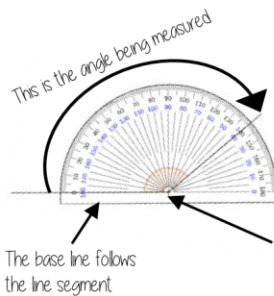
Keywords

Protractor - mathematical equipment used to measure angles
 Angle - the amount of turn between two lines around their common point
 Adjacent - lying next to each other
 Sum - addition
 Quadrilateral - a four-sided polygon
 Polygon - an enclosed 2D shape made up of straight lines
 Scalene triangle - a triangle with all different sides and different angles
 Regular Polygon - a polygon with equal angles and all sides the same size

Measuring angles

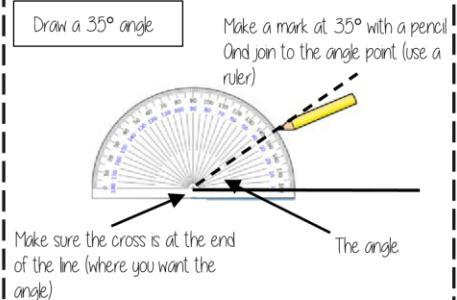


Measure angles to 180°

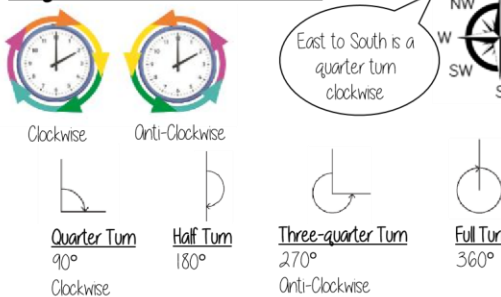


Read from 0° on the base line. Remember to use estimation. This is an obtuse angle so between 90° and 180°

Draw angles up to 180°

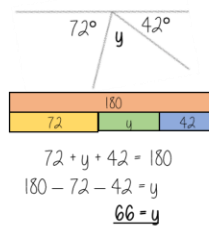


Angles as measures of turn

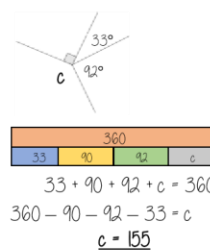


Calculating missing angles

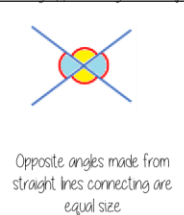
Adjacent angles that share a common point on a line add up to 180°



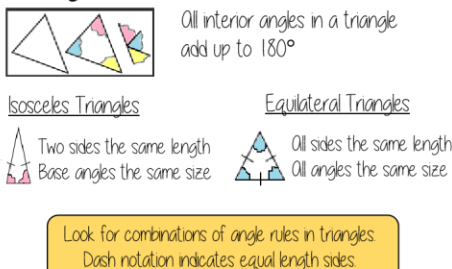
The sum of angles around a point is 360°



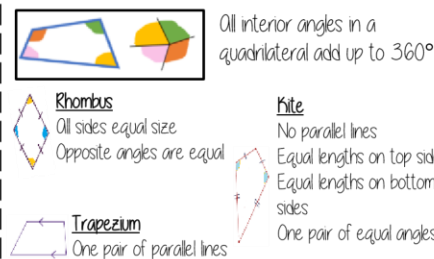
Vertically opposite angles are equal



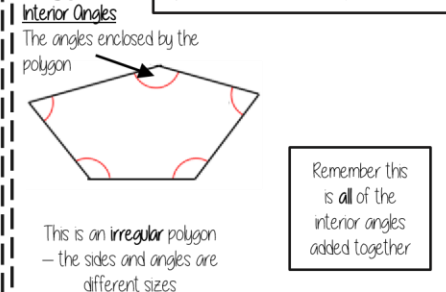
Triangles



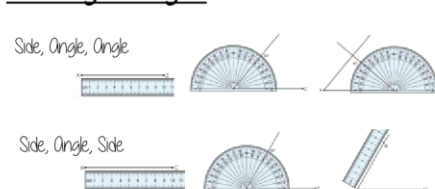
Quadrilaterals



Polygons



Drawing Triangles



3D shapes and nets

