



# Year 6: Understanding Shape



*Previous Slide*



*Next Slide*















*Back to Contents (this slide)*



*Action Button  
(click when it flashes)*

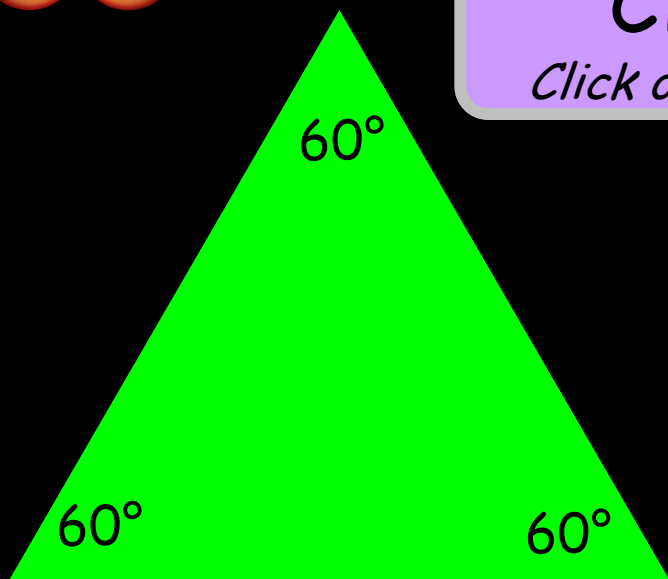
## *Contents - Please click the Go Button*

Classifying Triangles		Using Co-ordinate in 4 Quadrants	
Using a Flow Chart		Parallel & Perpendicular Lines	
3D Shapes		Symmetry	
Faces, Edges & Vertices		Translation	
Net Shapes		Rotational Symmetry	
Using Co-ordinates		Measuring and Estimating Angles	



# Classifying Triangles

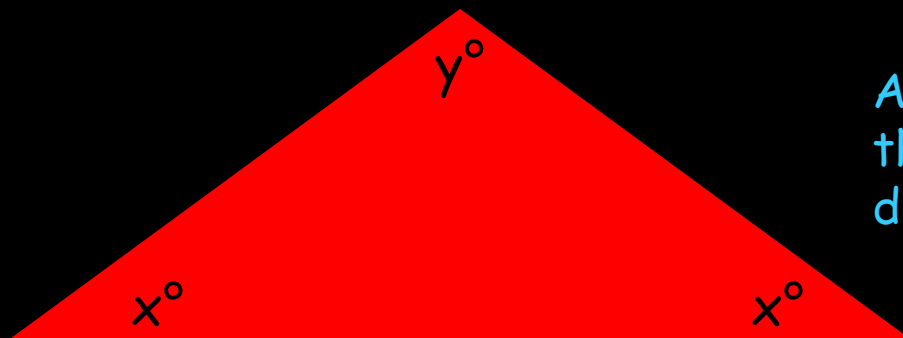
*Click on the triangle to reveal its properties*



An **equilateral triangle**. All sides are the same length. All angles are the same ( $60^\circ$ ).

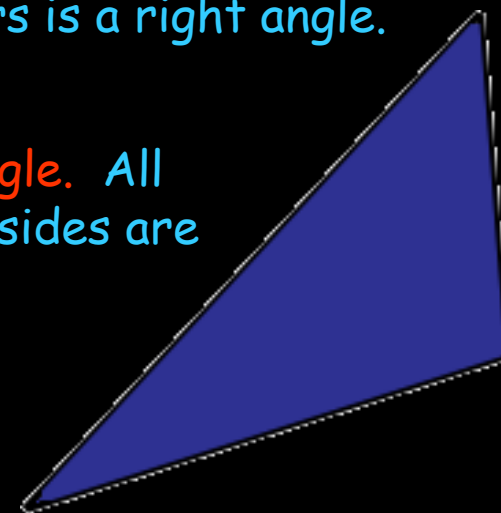


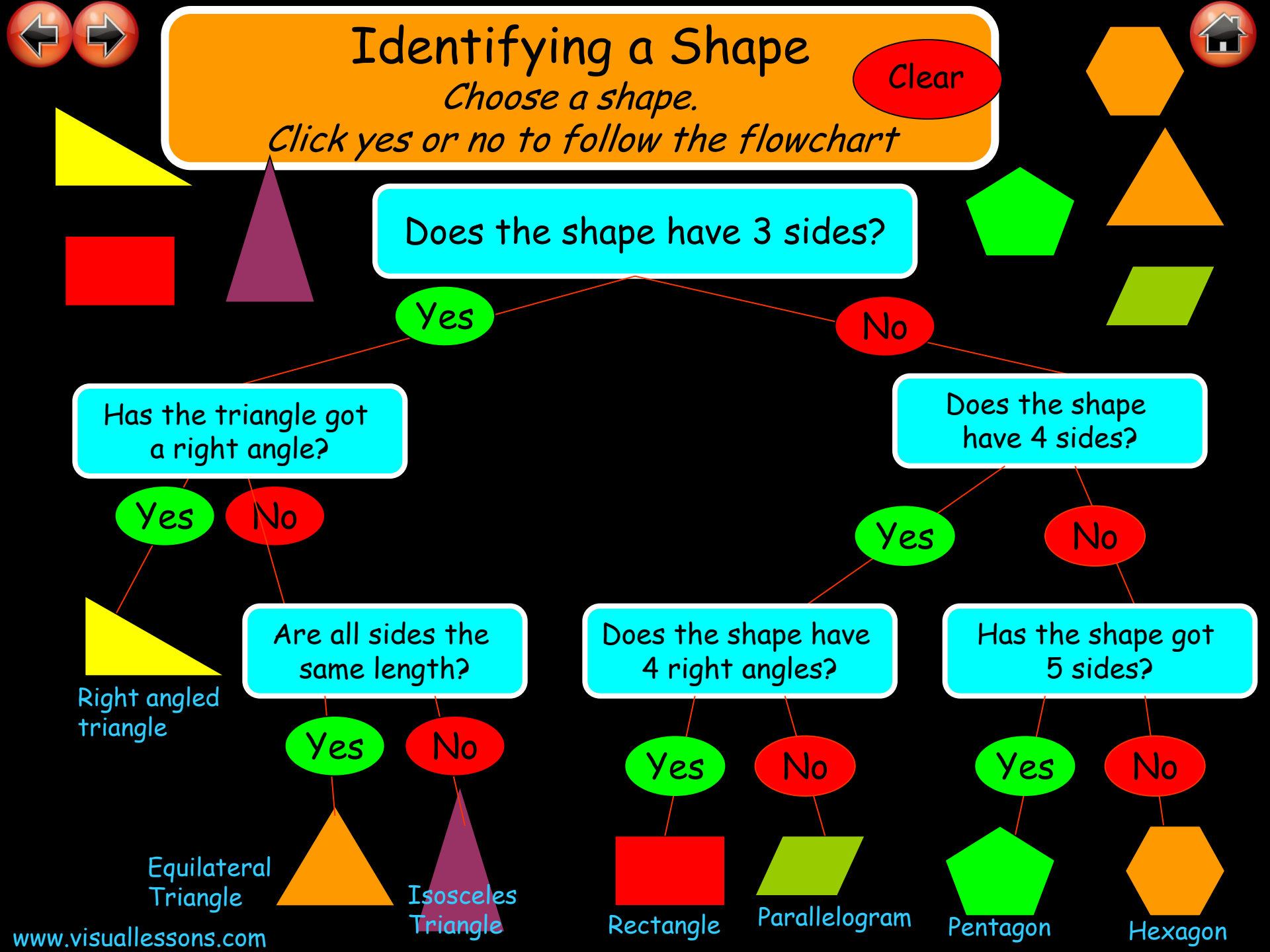
A **right angled triangle**. One of its corners is a right angle.



A **isosceles triangle**. Two angles are the same, and two sides are the same length.

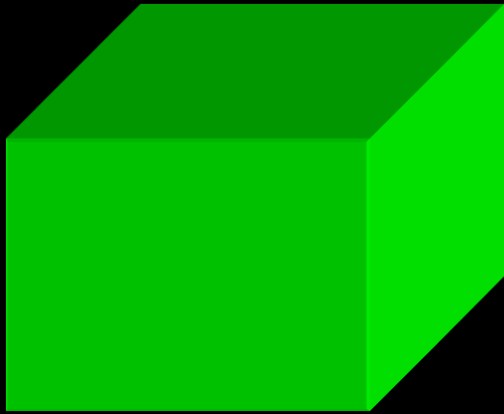
A **scalene triangle**. All the angles and sides are different.



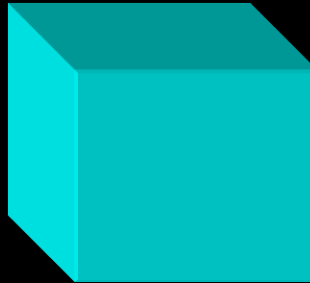




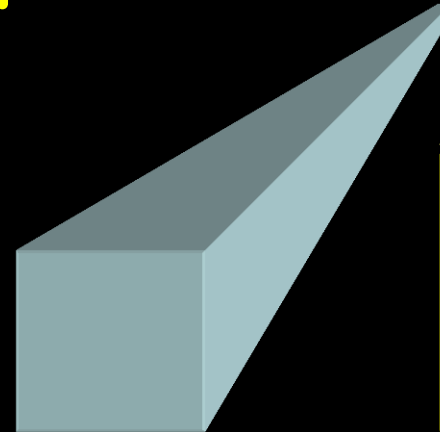
# 3D Shapes



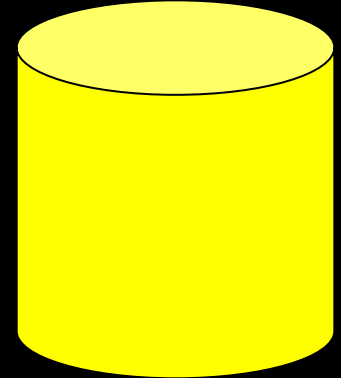
A cuboid.



A cube

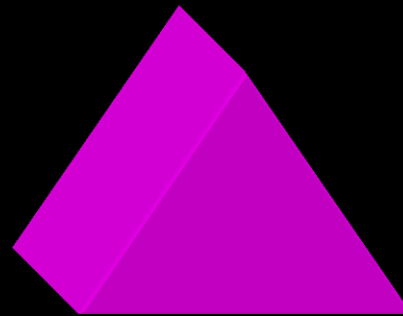


Square based  
pyramid

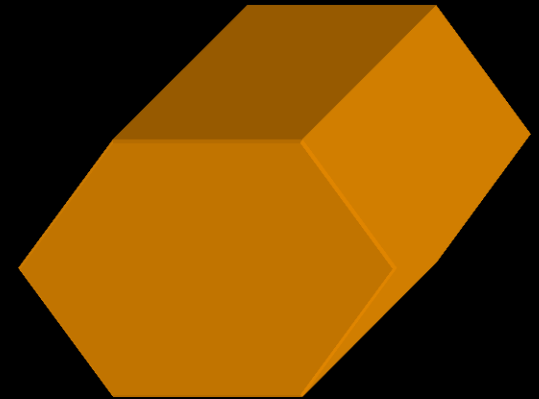


A cylinder

3D shapes are difficult to see on a 2D screen, but we'll have a go! Click on a shape to reveal its name.



A triangular prism



A hexagonal  
prism.

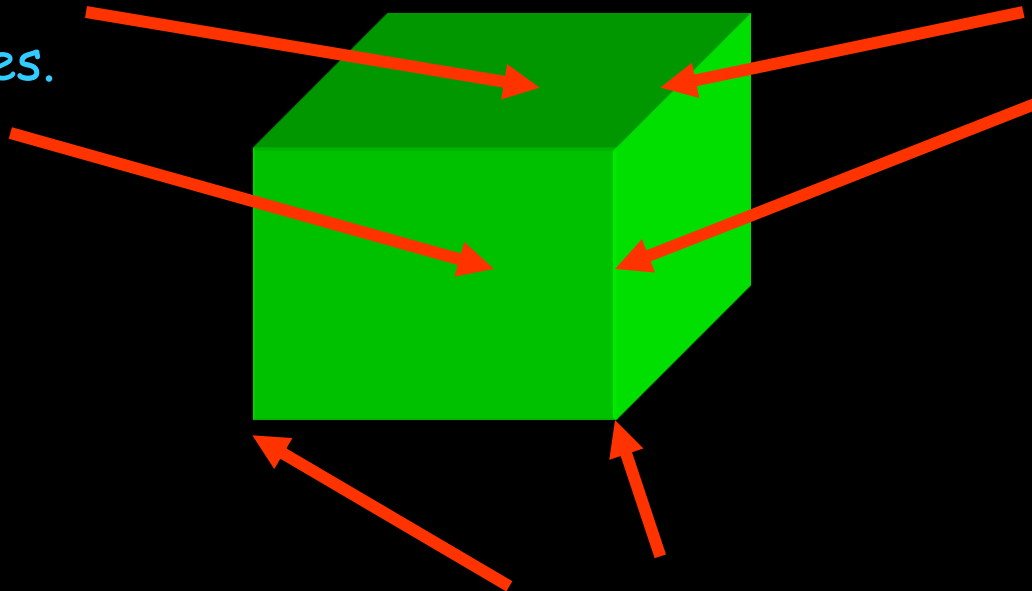




# 3D Shapes:

## Faces, edges and vertices.

**Faces.** This cube will have 6 faces.


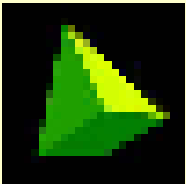
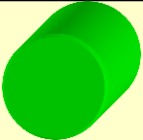




**Edges.** This is where faces meet. This cube has 12 edges.

**Vertices.** These are corners of a 3D shape. This cube has 8 vertices.





Name of Shape	Image	No. of faces	No. of edges	No. of vertices
Cuboid		<input data-bbox="1010 232 1269 339" type="text" value="?"/>	<input data-bbox="1342 232 1601 339" type="text" value="?"/>	<input data-bbox="1647 232 1906 339" type="text" value="?"/>
Square based Pyramid		<input data-bbox="1010 382 1269 489" type="text" value="?"/>	<input data-bbox="1342 382 1601 489" type="text" value="?"/>	<input data-bbox="1647 382 1906 489" type="text" value="?"/>
Cylinder		<input data-bbox="1010 605 1269 712" type="text" value="?"/>	<input data-bbox="1342 605 1601 712" type="text" value="?"/>	<input data-bbox="1647 605 1906 712" type="text" value="?"/>
Triangular Prism		<input data-bbox="1010 768 1269 875" type="text" value="?"/>	<input data-bbox="1342 768 1601 875" type="text" value="?"/>	<input data-bbox="1647 768 1906 875" type="text" value="?"/>
Hexagonal Prism		<input data-bbox="1010 933 1269 1041" type="text" value="?"/>	<input data-bbox="1342 933 1601 1041" type="text" value="?"/>	<input data-bbox="1647 933 1906 1041" type="text" value="?"/>

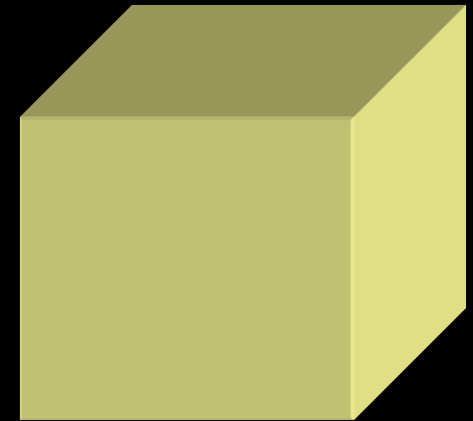
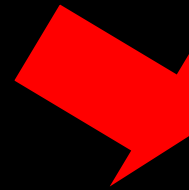
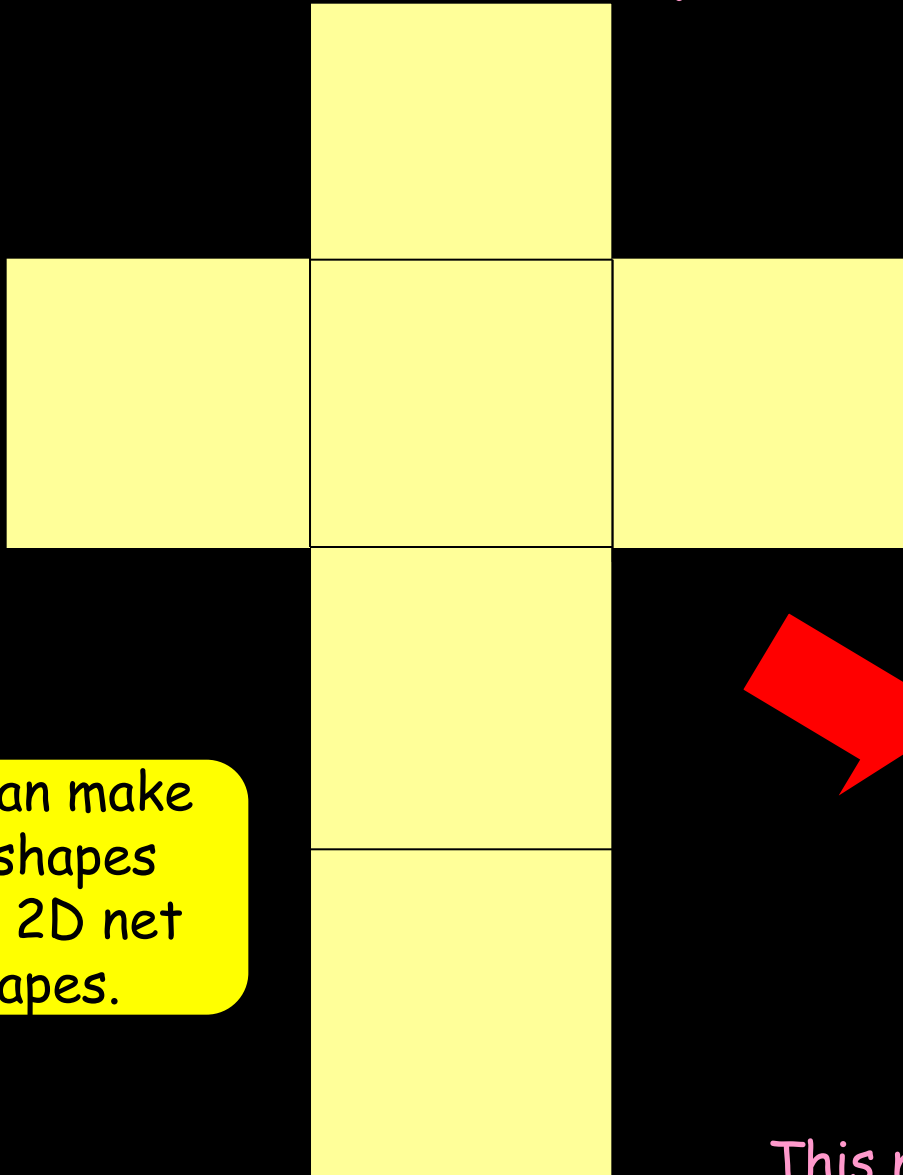


Can you fill in the missing parts of this table?

*Click on the ? to reveal the answer...*



# Net Shapes

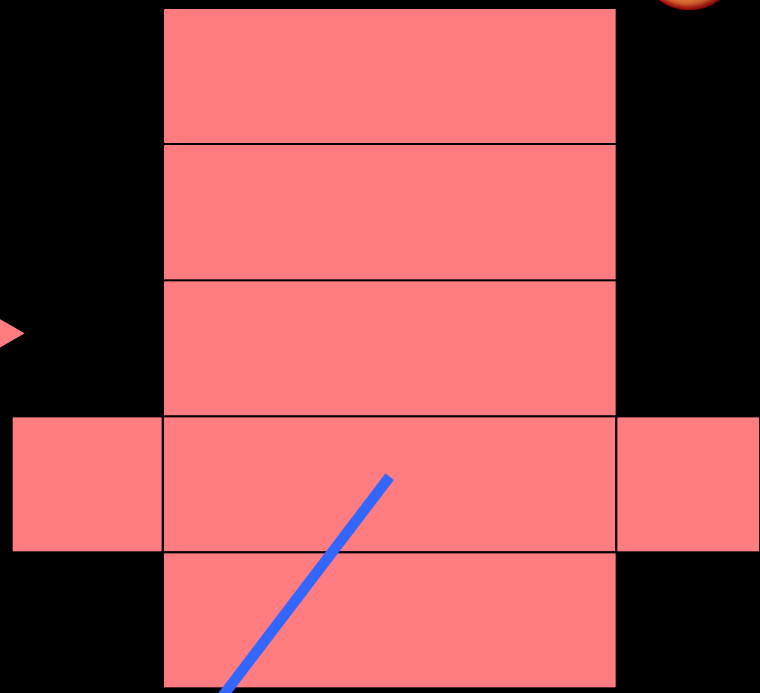
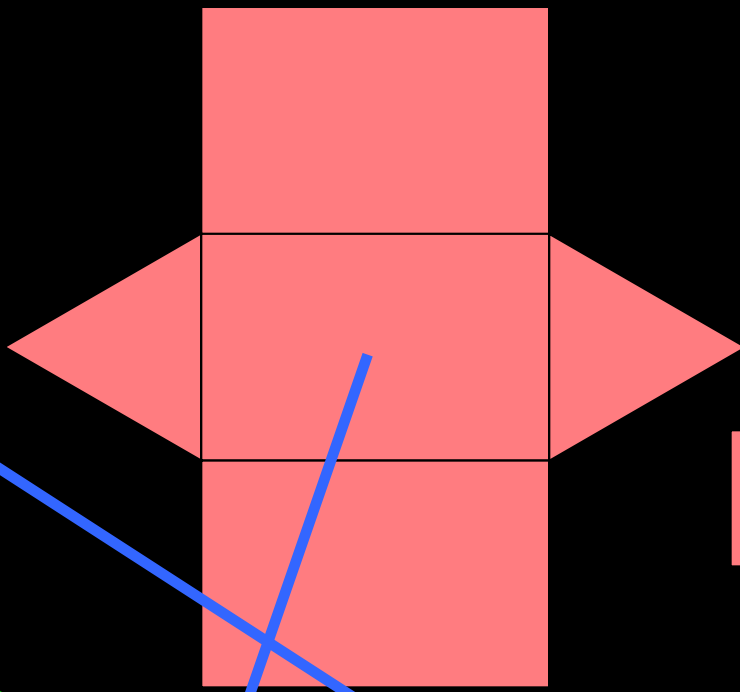
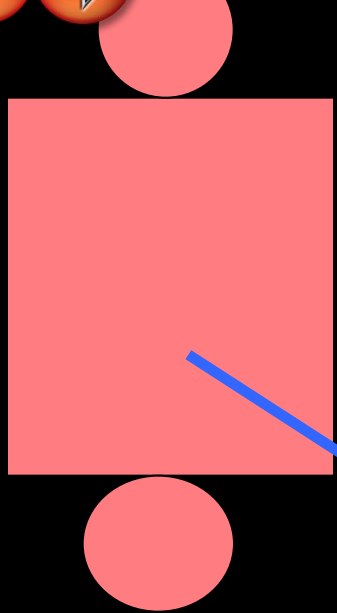


We can make  
3D shapes  
from 2D net  
shapes.

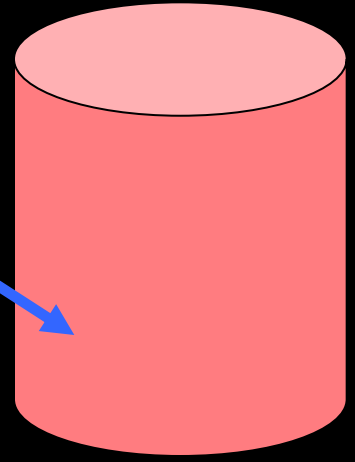
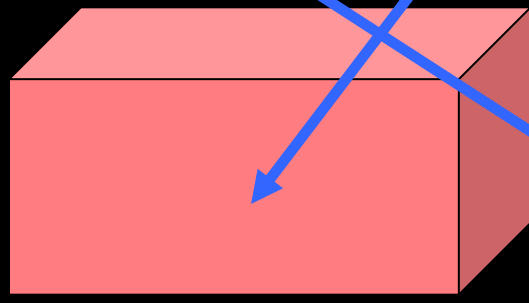
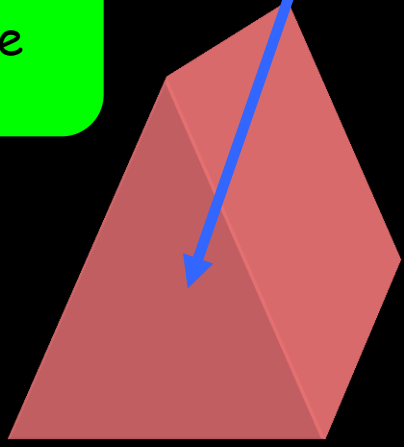


This net shape will  
make a cube.





Click on the 3D shape to see what the net shape looks like

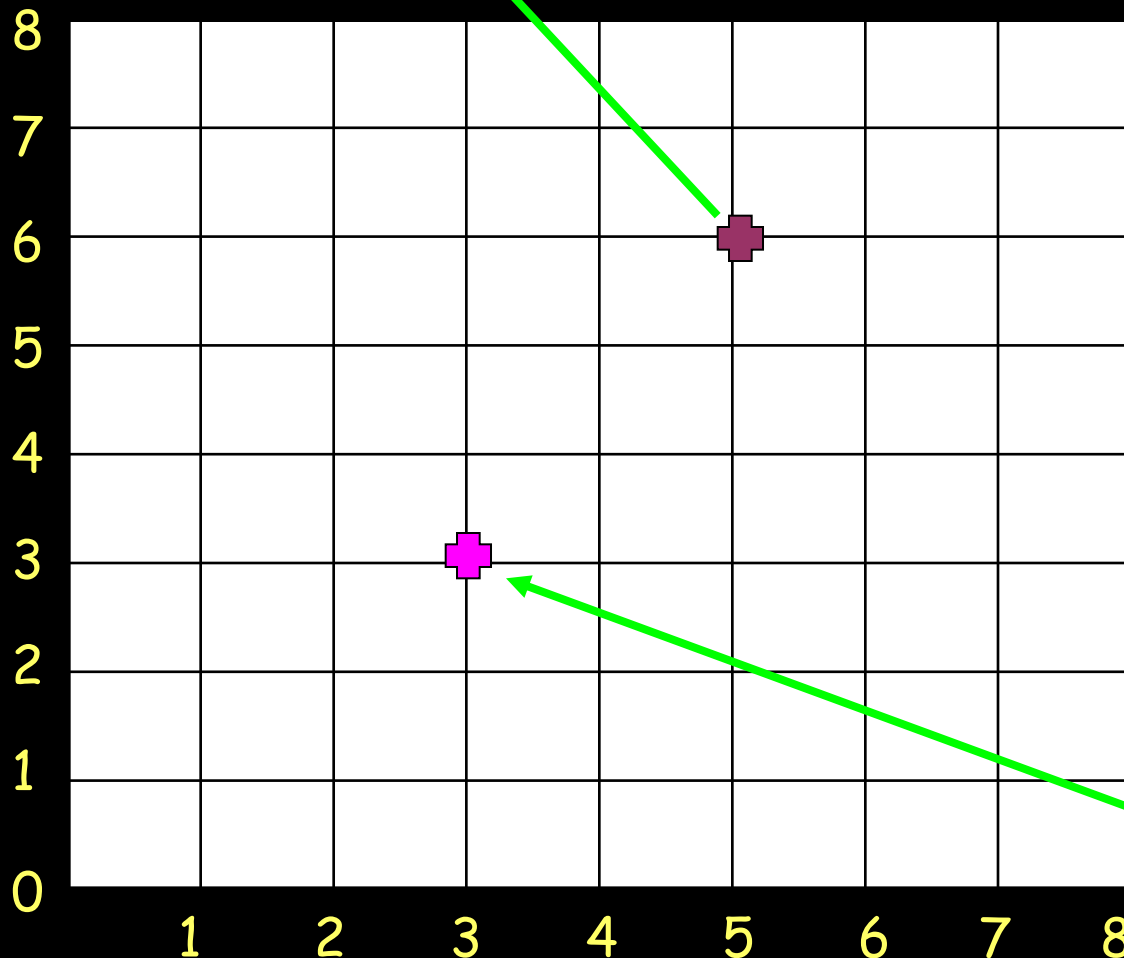






# Using Co-ordinates

The co-ordinates of this point are (5,6)



Co-ordinates are used to identify where a point can be found.

They are written in brackets. The first number is how many squares along, the second number is how many squares up!

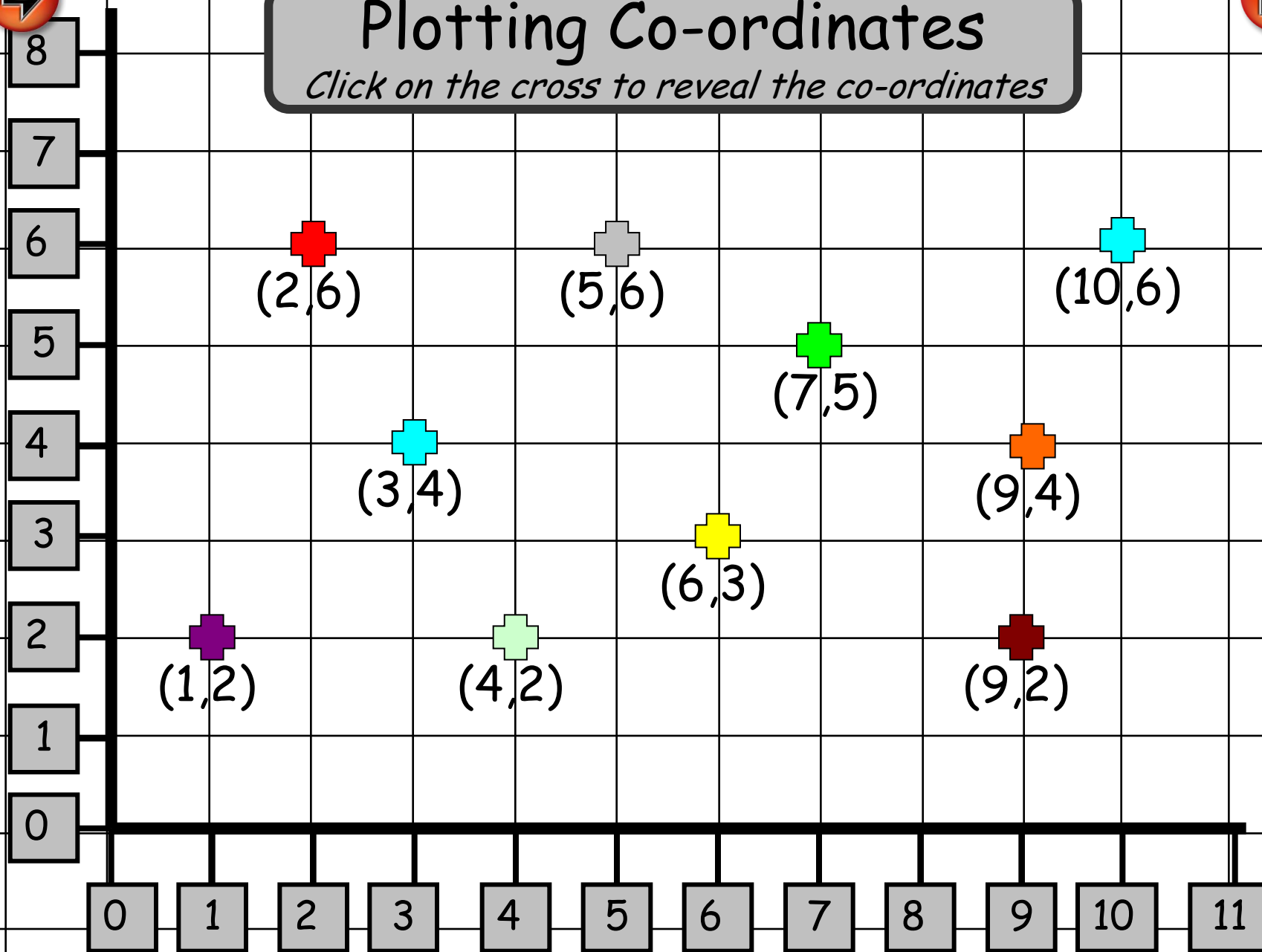
The co-ordinates of this cross are (3,3)





# Plotting Co-ordinates

*Click on the cross to reveal the co-ordinates*





# What are the co-ordinates of each corner of these shapes?

*Click on the co-ordinates to place them*

(3,4)

(1,7)

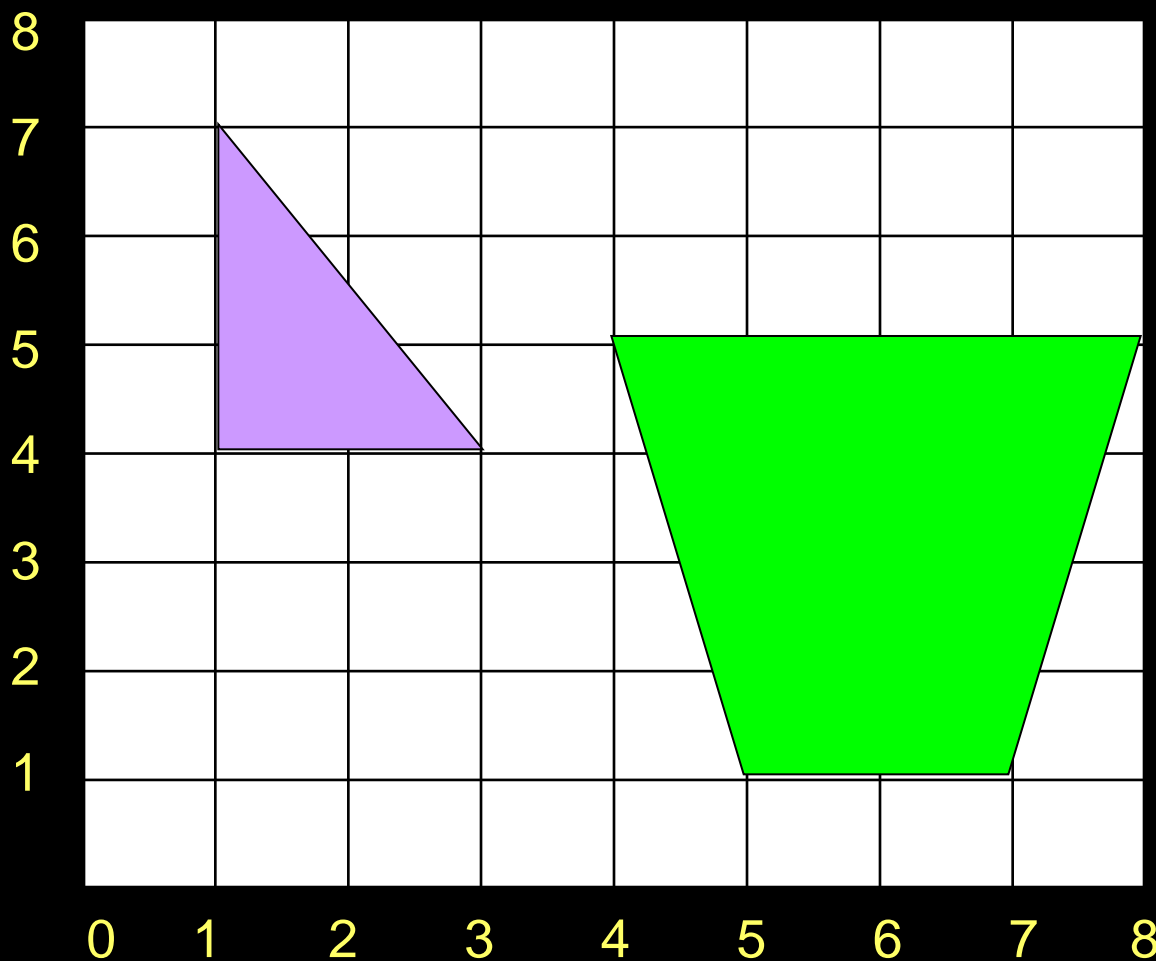
(8,5)

(1,4)

(4,5)

(7,1)

(5,1)





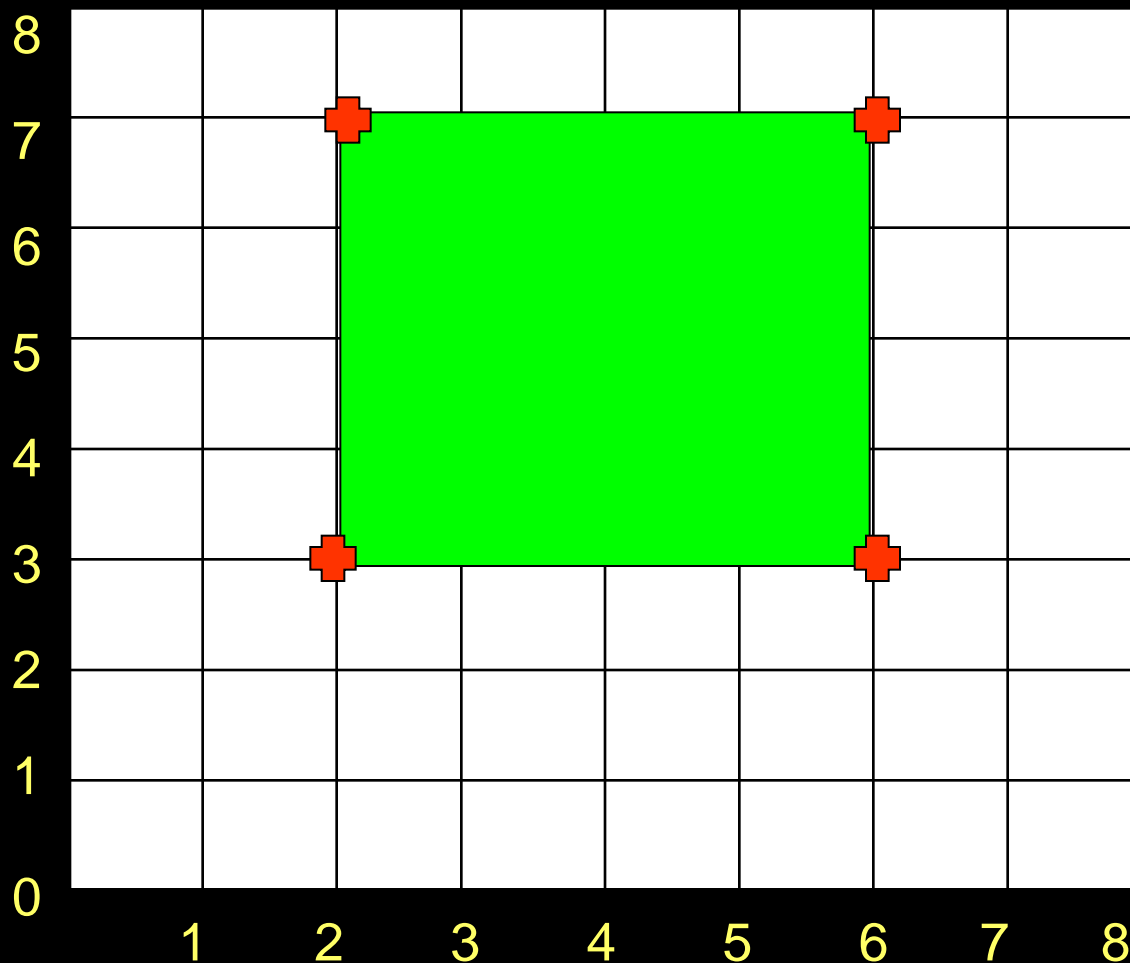
(2,3)

(6,3)

(2,7)

(6,7)

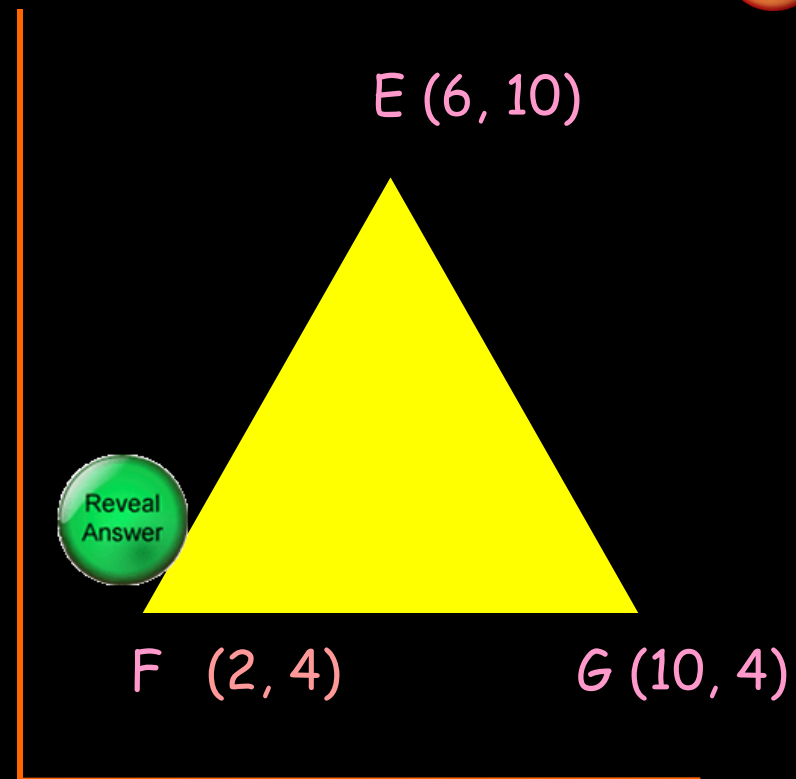
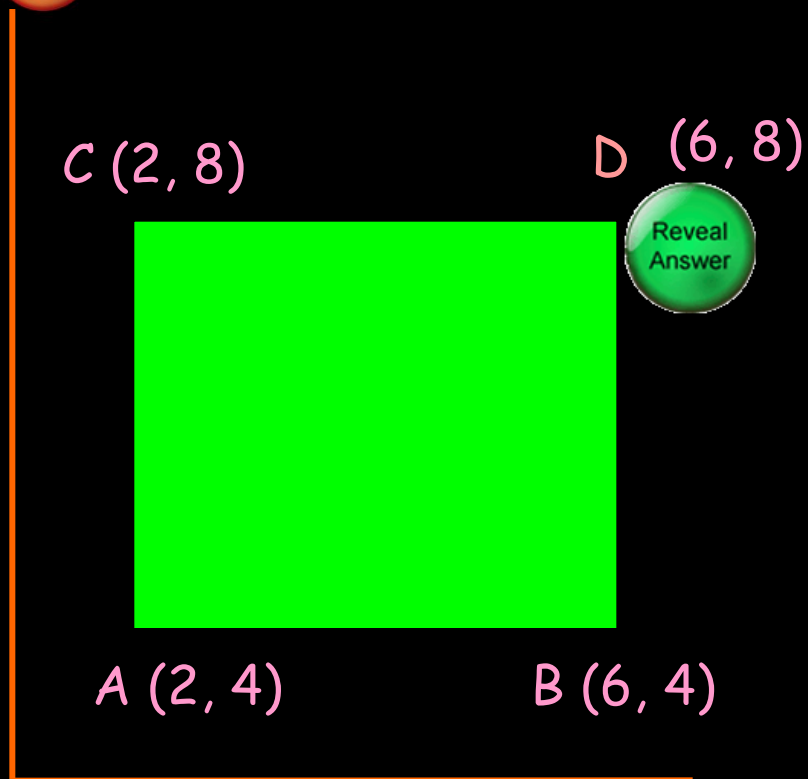
Draw  
Shape



Plot these points on the graph paper: Click a coordinate to plot the corner.



What shape does it make?



This shape is a oblong.  
What are the co-ordinates of D?

This is an equilateral triangle.  
What are the co-ordinates of F?





# Co-ordinates in all 4 quadrants

II

This is the second quadrant. Typical co-ordinates might be  $(-5,6)$

X

5 squares backwards, 6 squares up

This is the first quadrant. Typical co-ordinates might be  $(5,6)$

I

X

5 squares across, 6 squares up

III

This is the third quadrant. Typical co-ordinates might be  $(-5,-6)$

X

5 squares backwards, 6 squares down

This is the fourth quadrant. Typical co-ordinates might be  $(5,-6)$

IV

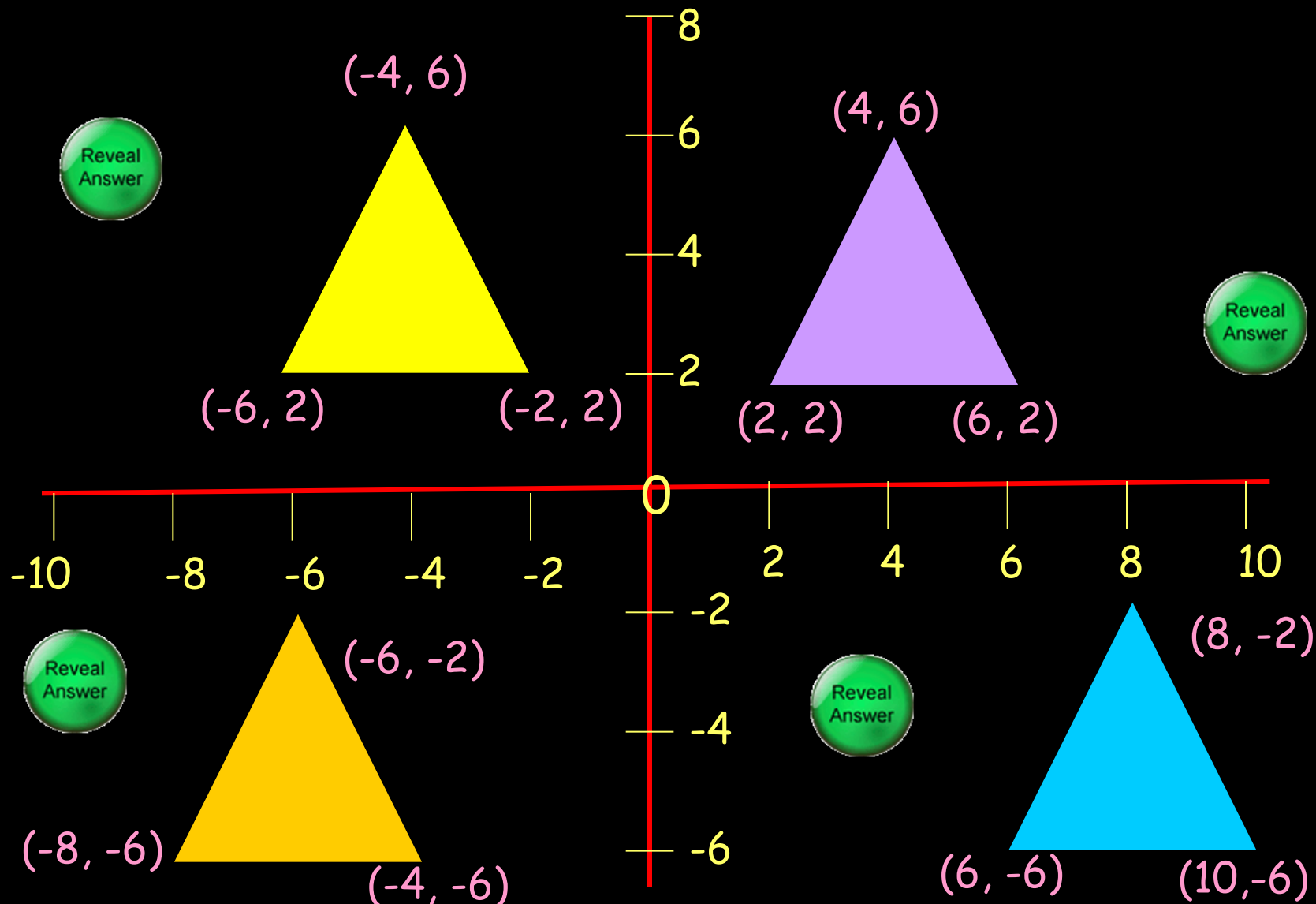
X

5 squares across, -6 squares down





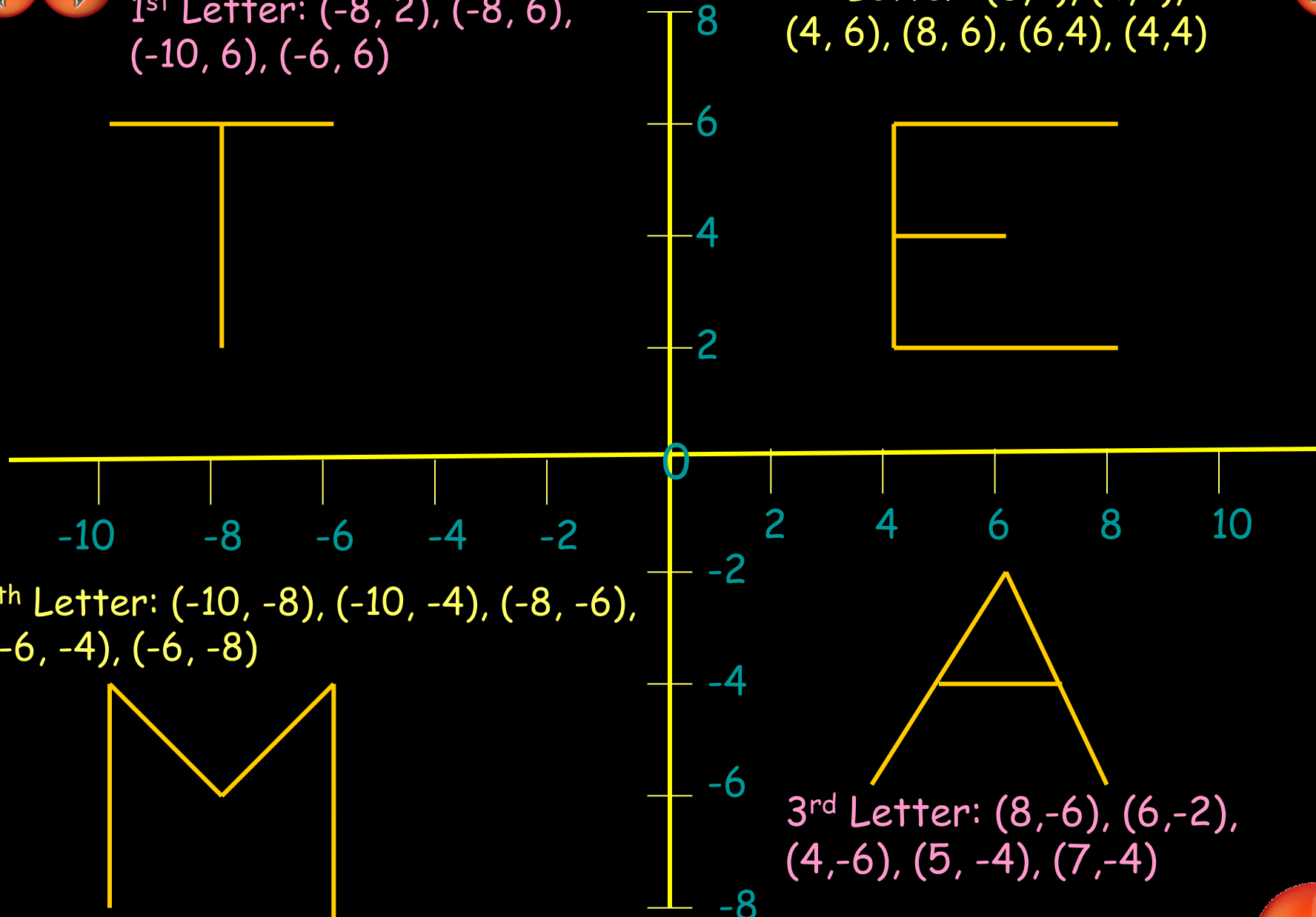
Can you work out the co-ordinates of each corner of the 4 triangles?





1<sup>st</sup> Letter:  $(-8, 2), (-8, 6),$   
 $(-10, 6), (-6, 6)$

2<sup>nd</sup> Letter:  $(8, 2), (4, 2),$   
 $(4, 6), (8, 6), (6, 4), (4, 4)$



4<sup>th</sup> Letter:  $(-10, -8), (-10, -4), (-8, -6),$   
 $(-6, -4), (-6, -8)$

3<sup>rd</sup> Letter:  $(8, -6), (6, -2),$   
 $(4, -6), (5, -4), (7, -4)$

Plot these points and join them (in order) to reveal a 4 letter word.

CLICK!

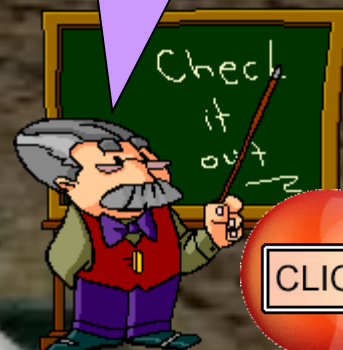


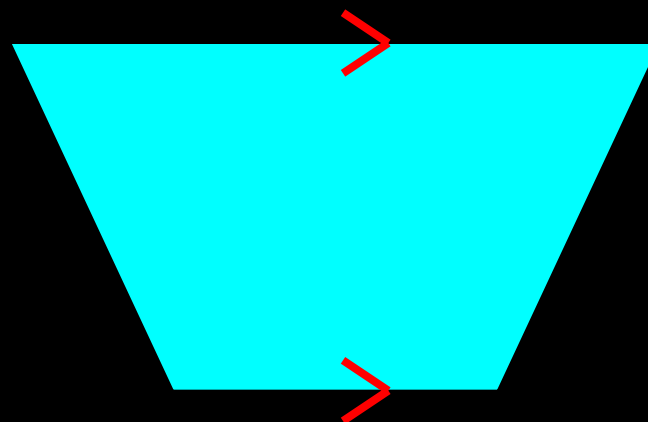
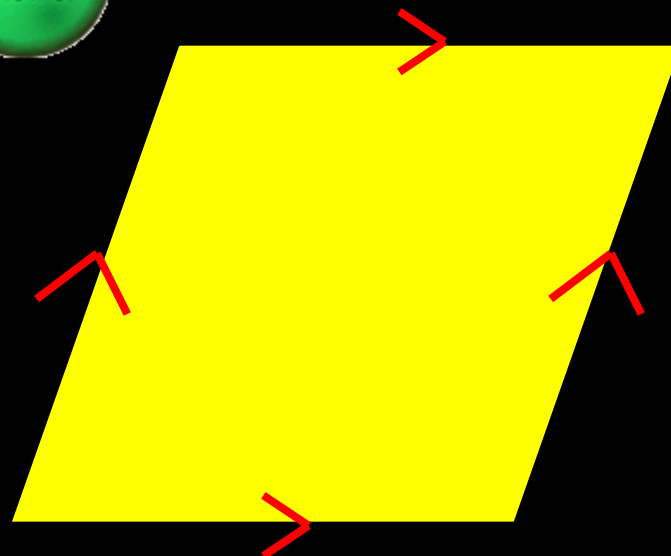
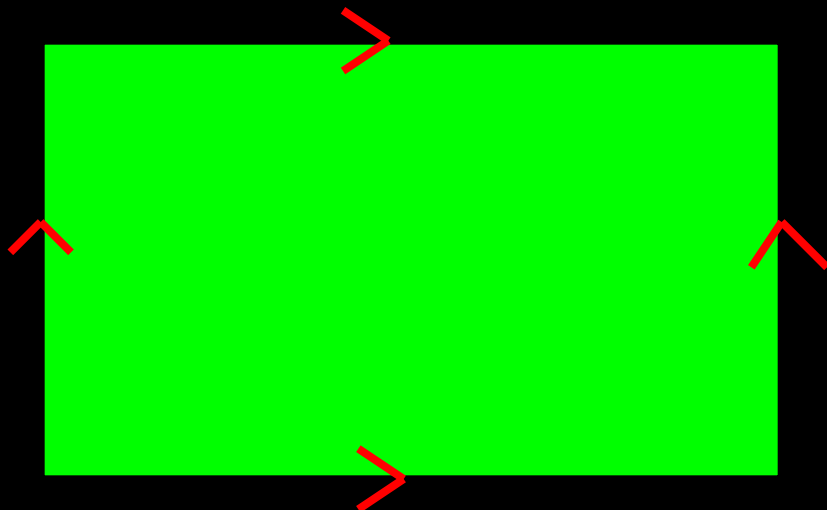


# Parallel Lines

A train needs to run on parallel lines, otherwise it wouldn't be very safe!

Parallel lines are lines that are always the same distance apart, and never meet.



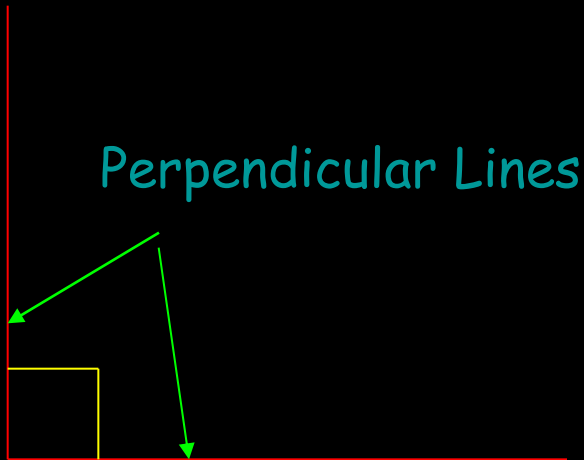


How many parallel lines do these shapes have?





# Perpendicular Lines

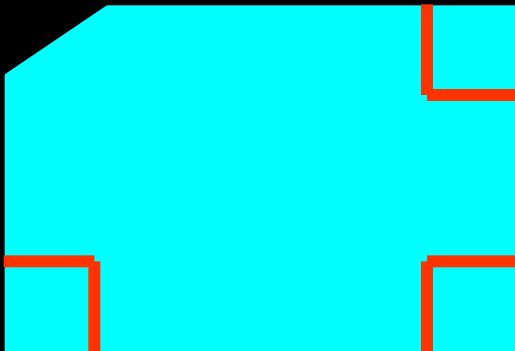
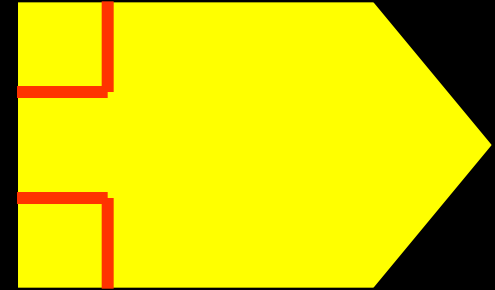
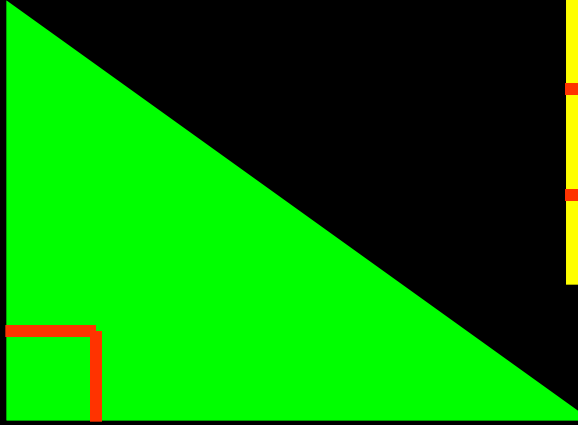
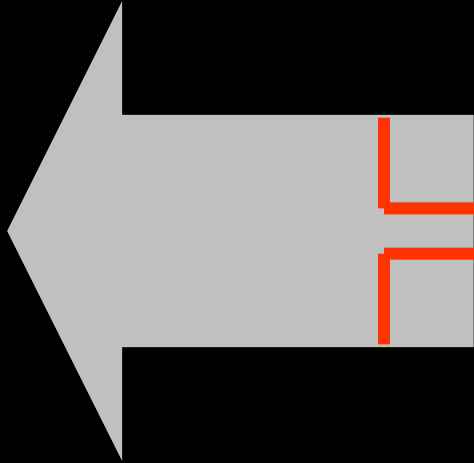


This oblong has 4 perpendicular lines

Perpendicular Lines  
are lines that join at  
right angles ( $90^\circ$ )



CLICK!



How many perpendicular  
lines can you see on these  
shapes?  
*Click each shape to reveal  
the answers*

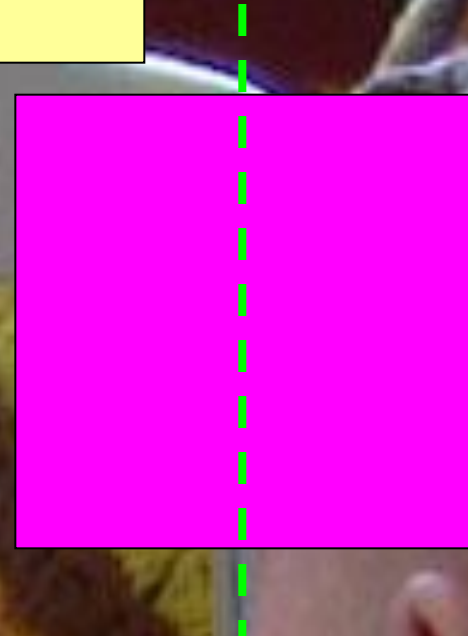




# Symmetry

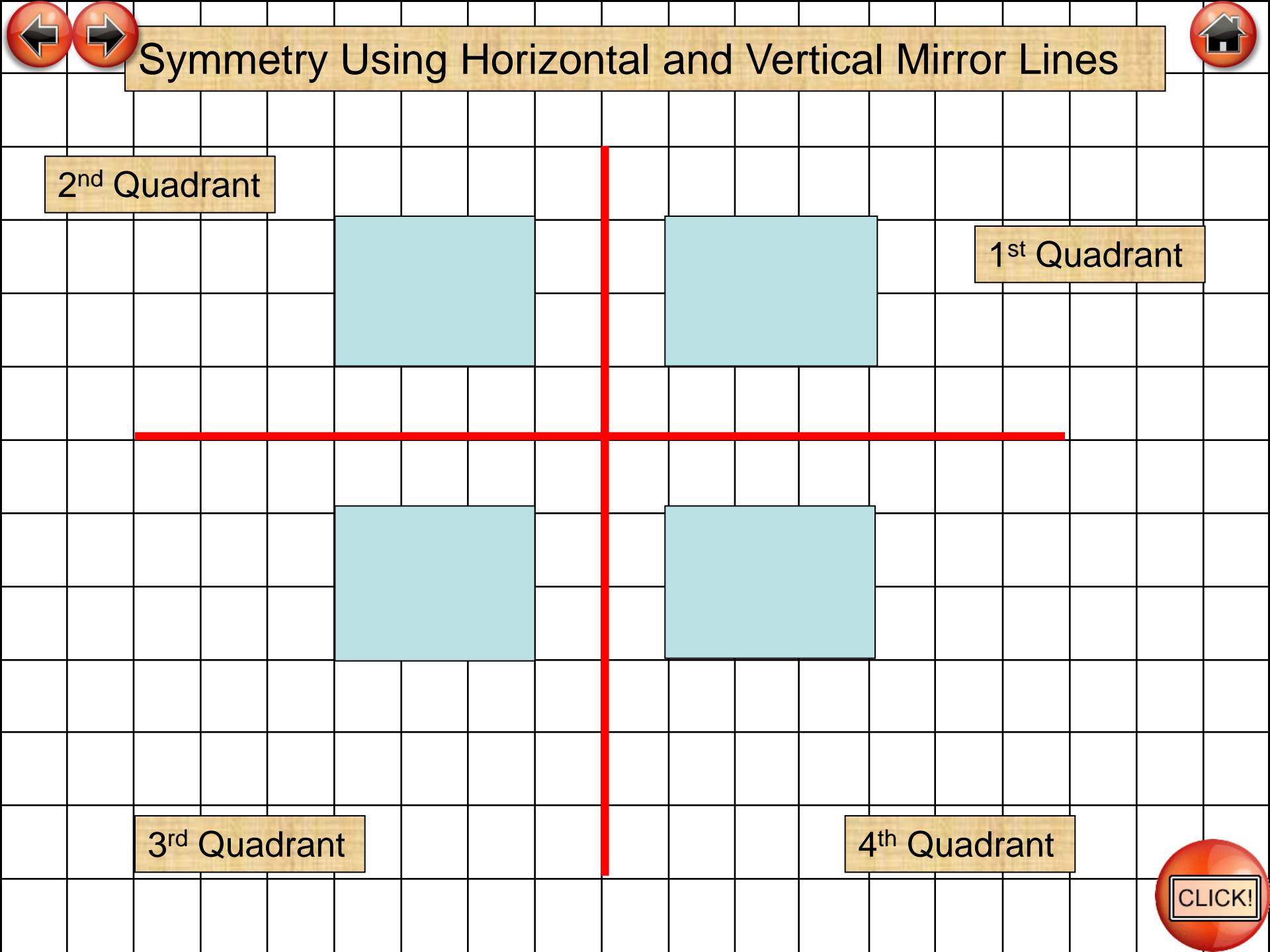
A line of symmetry is where a shape can be divided into two exact equal parts.

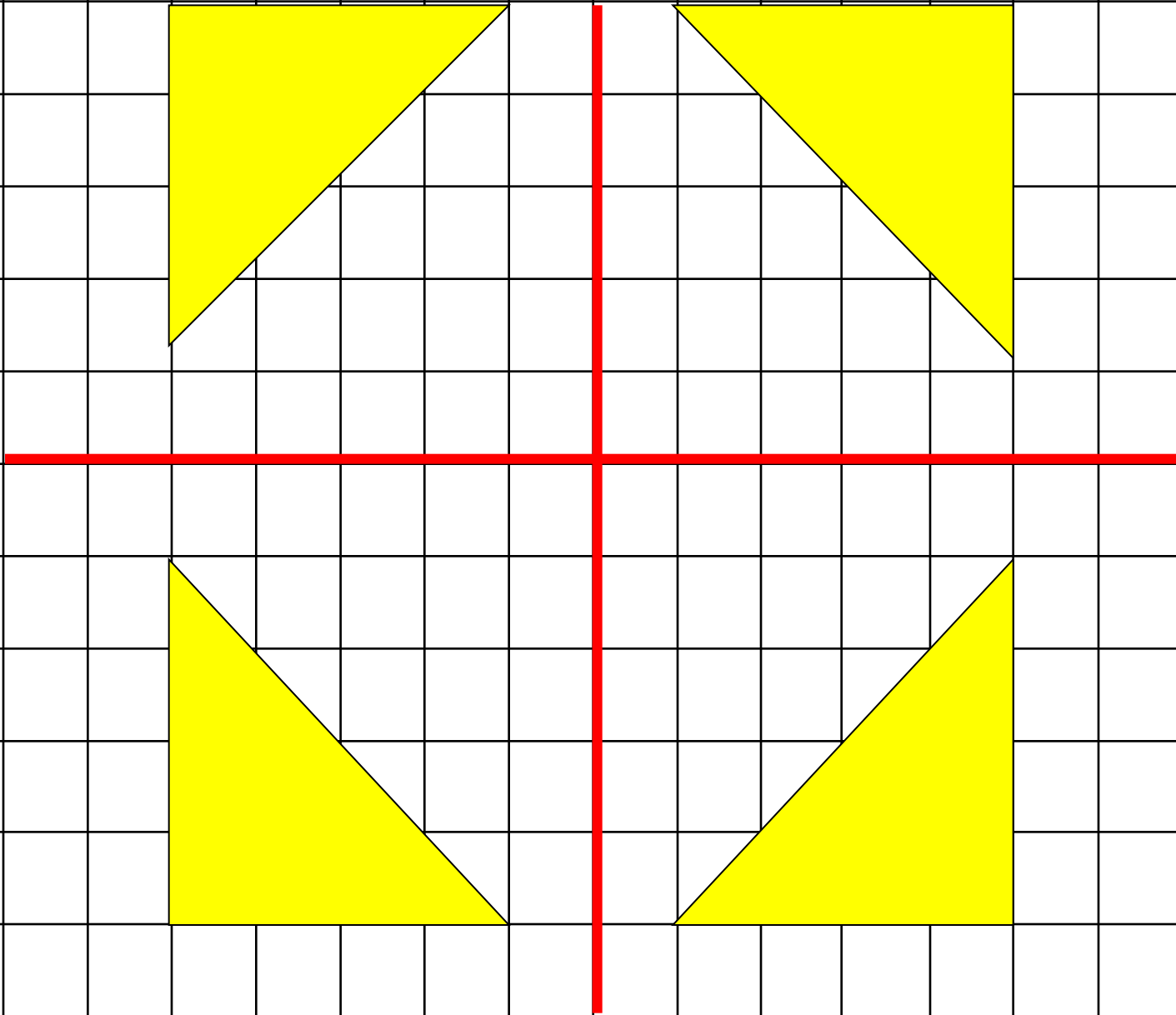
A line of symmetry can also be called a mirror line. Either side of the mirror line looks exactly the same.



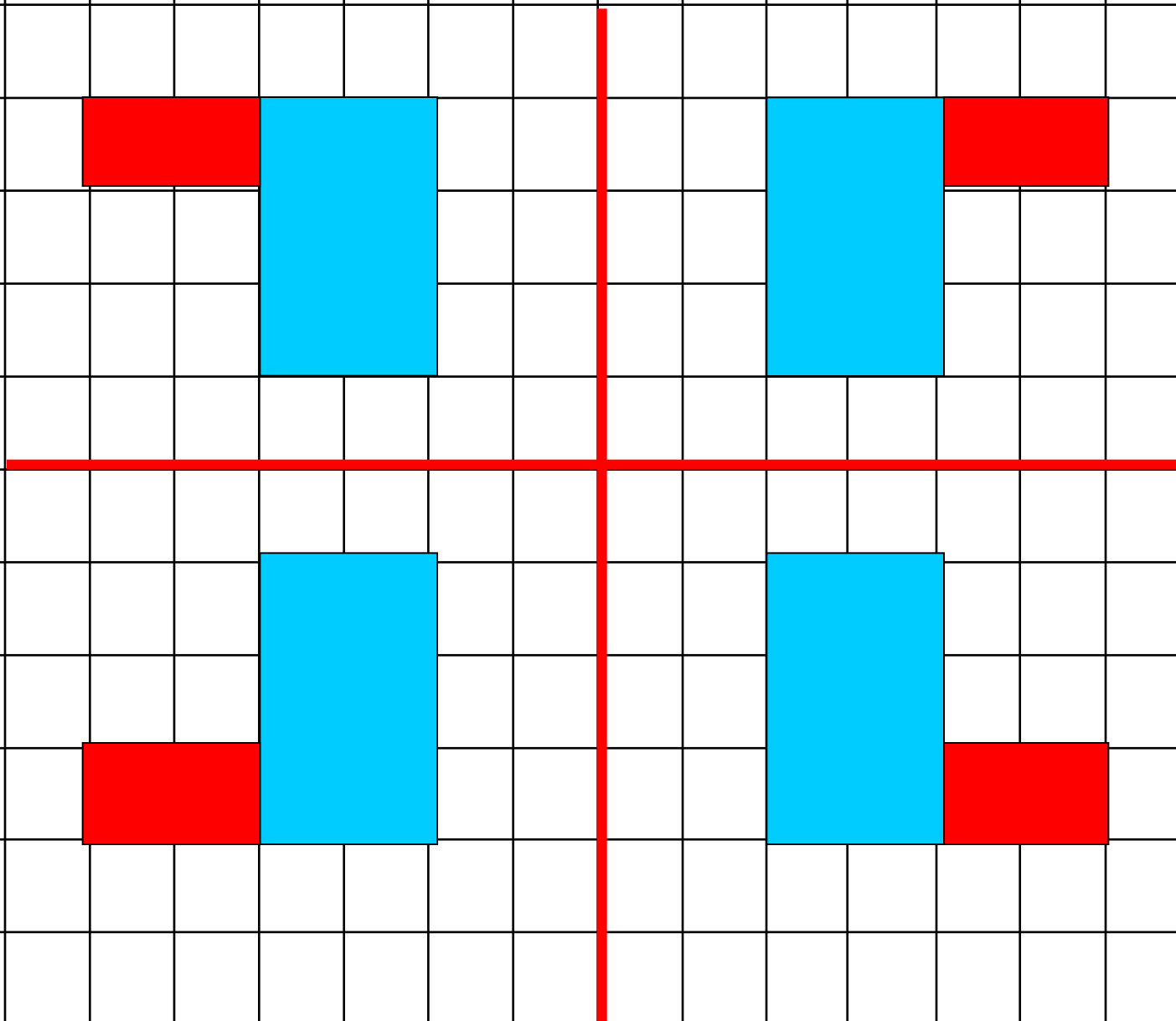
This is a line of symmetry for a square. Notice that both halves of the square are exactly the same.



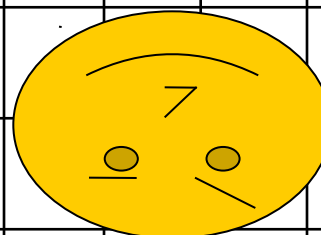
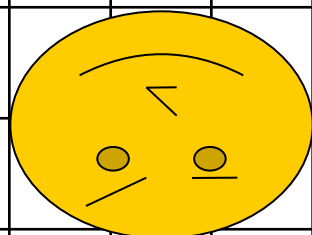
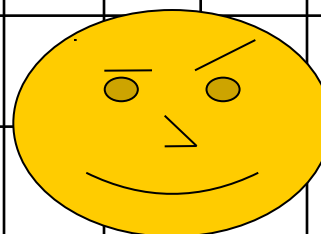
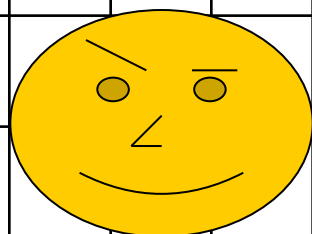


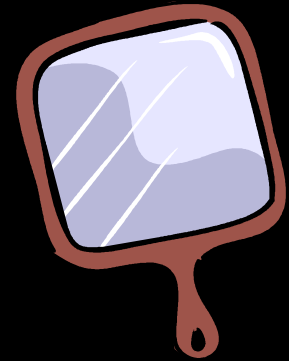
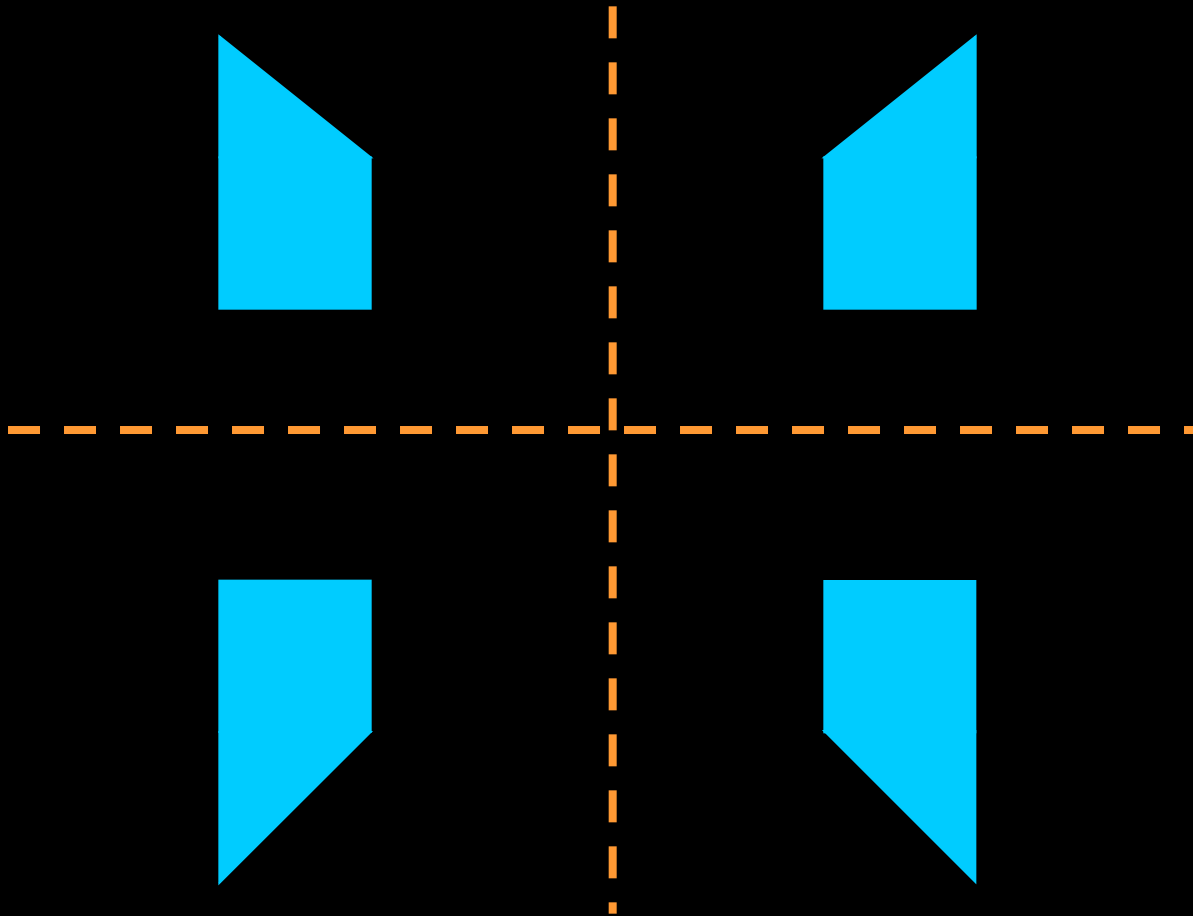






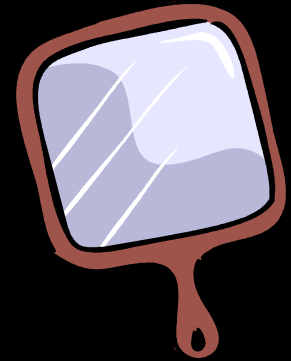
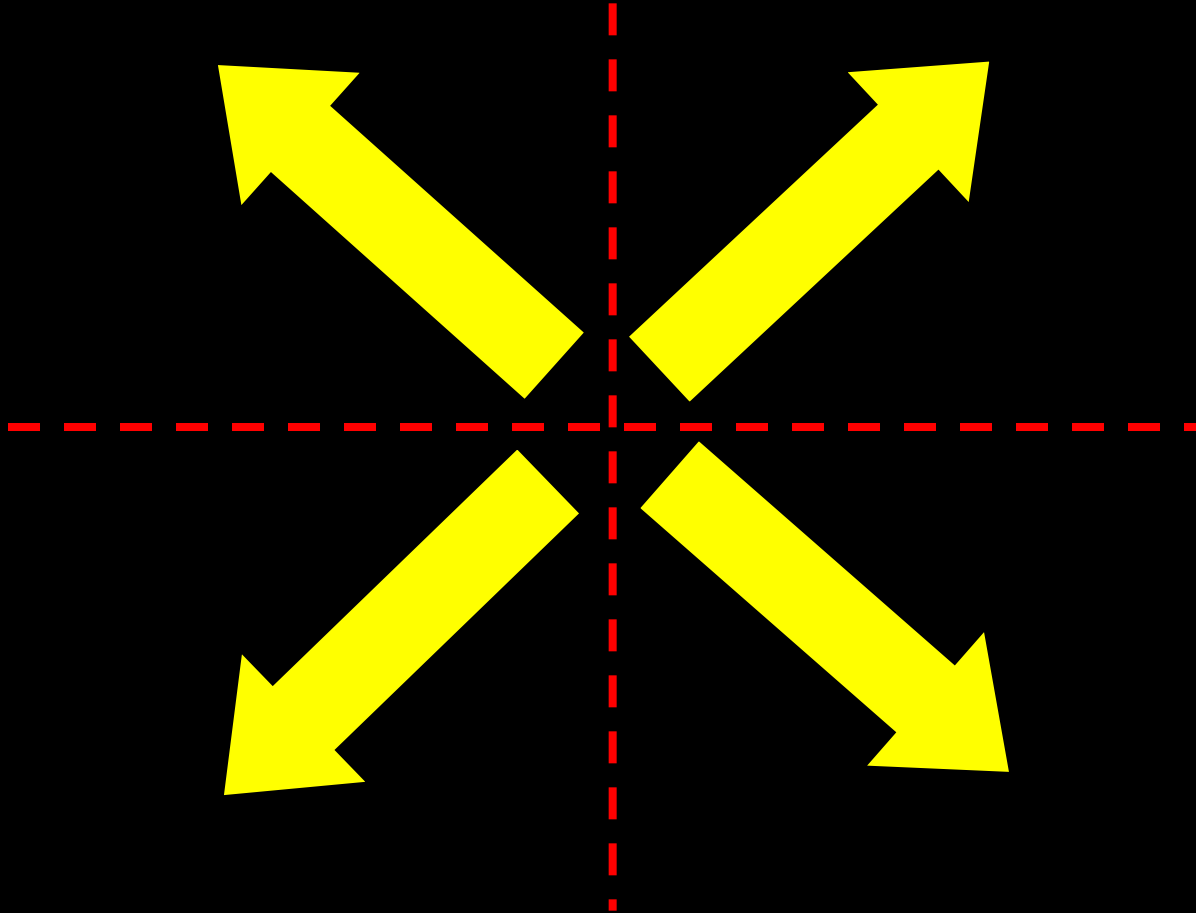






What will this shape  
look like reflected in  
the different  
quadrants?





What will this shape  
look like reflected in  
the different  
quadrants?



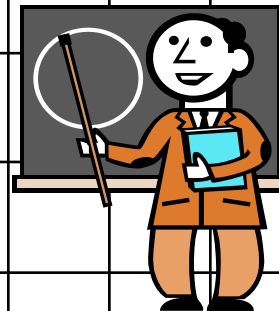


# Translation

Translation: Translation means moving a shape to a new location. Watch these examples:

This shape has moved 4 places to the right, and 2 places up.

Congruent Shapes

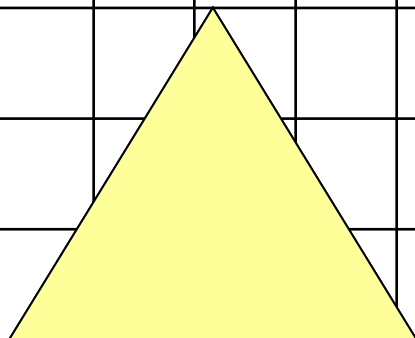


CLICK!

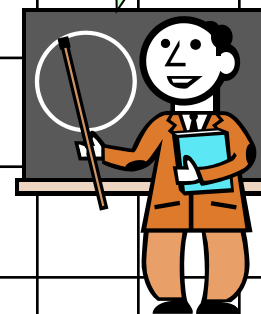


10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

0 1 2 3 4 5 6 7 8 9 10 11 12 13



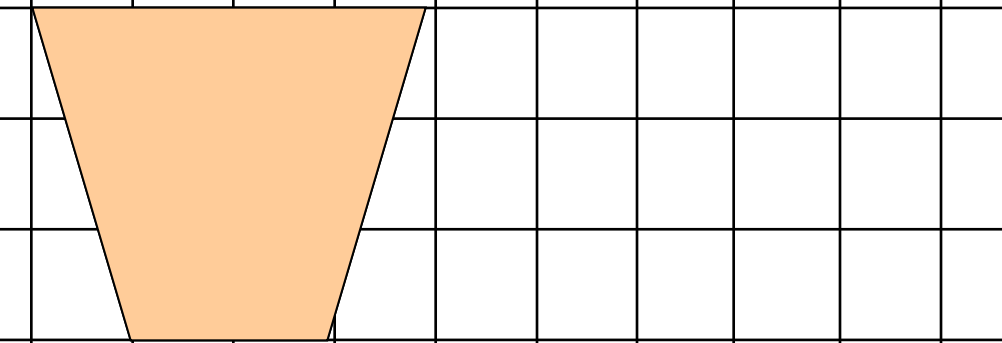
This shape will  
be translated 6  
places to the  
right, and 2  
places down.  
What will it  
look like?



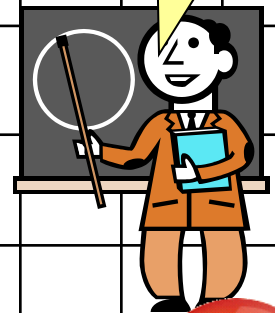


10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

0 1 2 3 4 5 6 7 8 9 10 11 12 13



This shape will  
be translated 2  
places to the  
right, and 4  
places up.



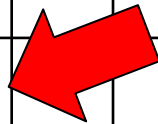
CLICK!



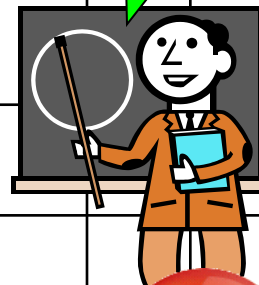
10  
9  
8  
7  
6  
5  
4  
3  
2  
1  
0

0 1 2 3 4 5 6 7 8 9 10 11 12 13

6 squares left,  
and 1 square down.



What has this  
shape been  
translated by?



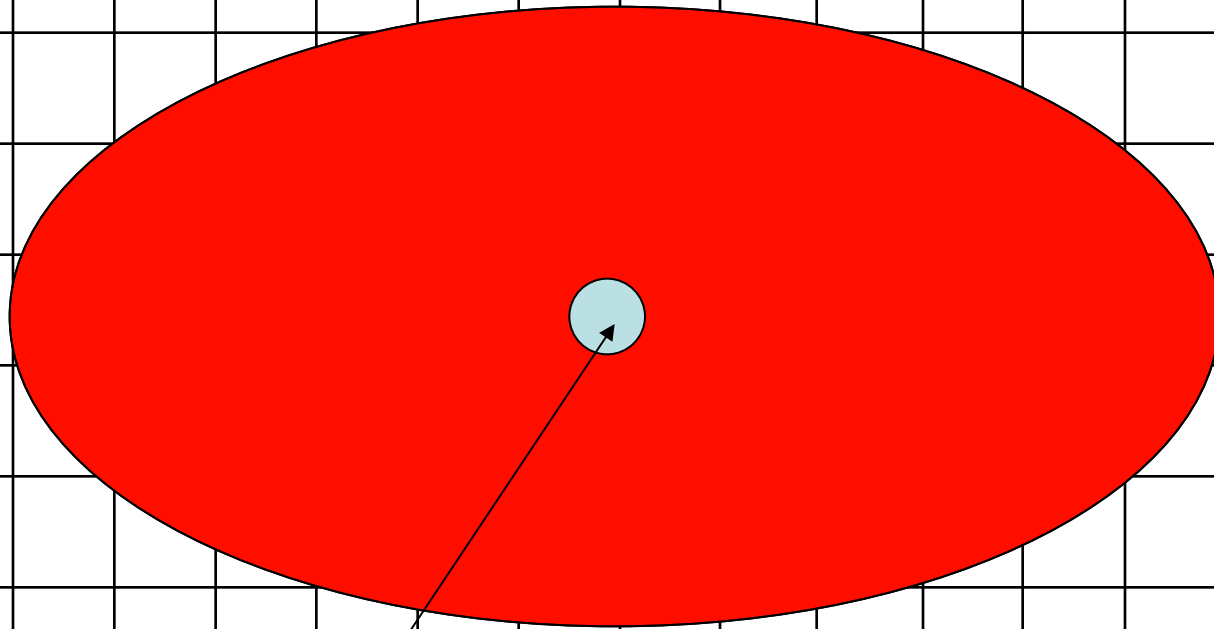
CLICK!



# Rotational Symmetry

A complete turn  
( $360^\circ$ )

$90^\circ$  Rotation Clockwise



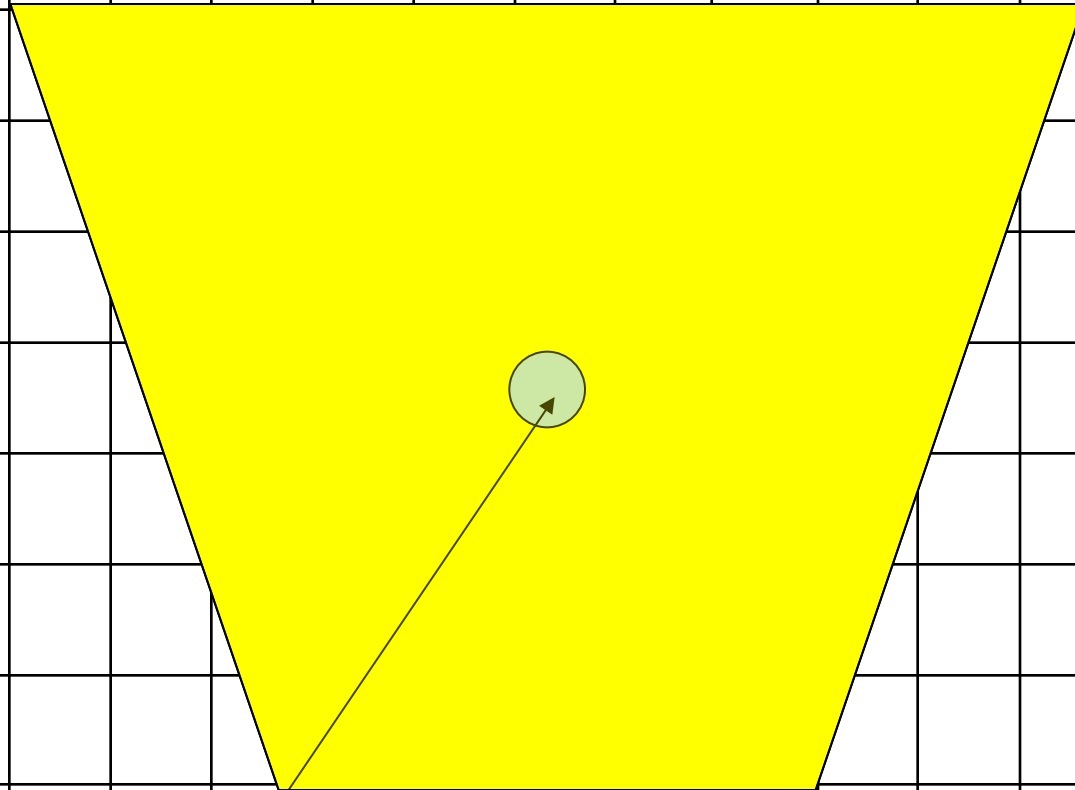
Centre of Rotation

$270^\circ$  Rotation Clockwise

$180^\circ$  Rotation  
Clockwise

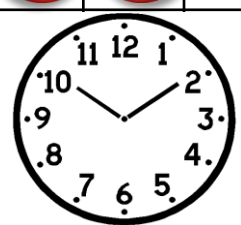




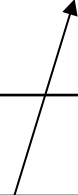
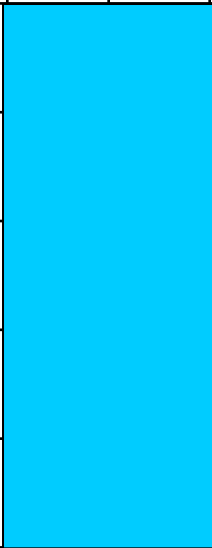


Centre of Rotation



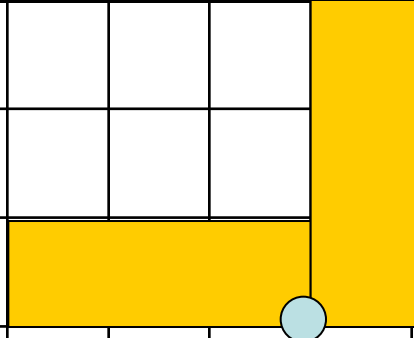
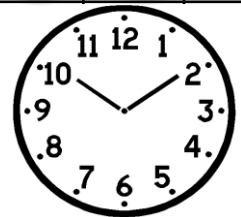


We are going to rotate this rectangle 90° clockwise.

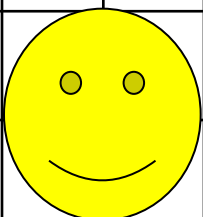


Centre of Rotation

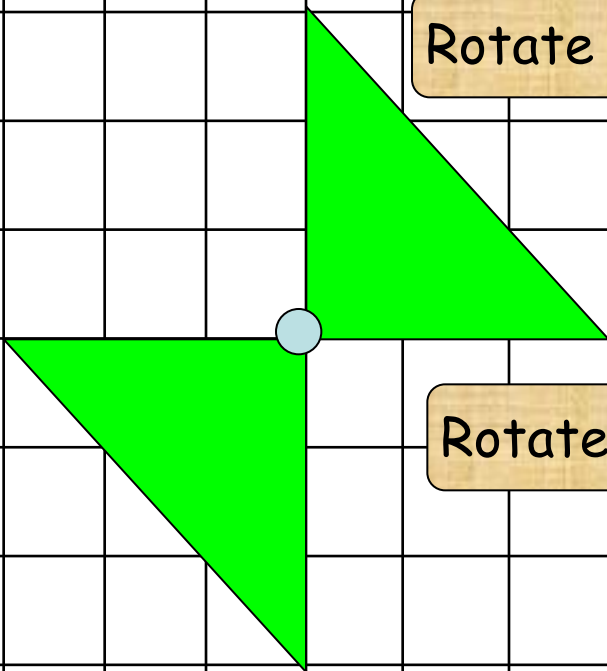
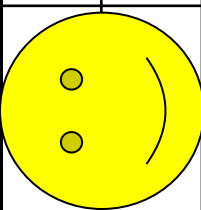




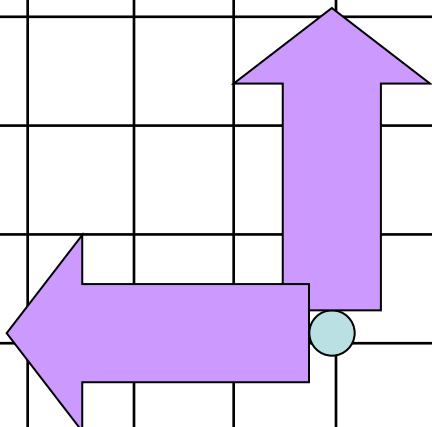
Rotate 90° Clockwise



Rotate 90° Anti-Clockwise



Rotate 90° Anti-Clockwise



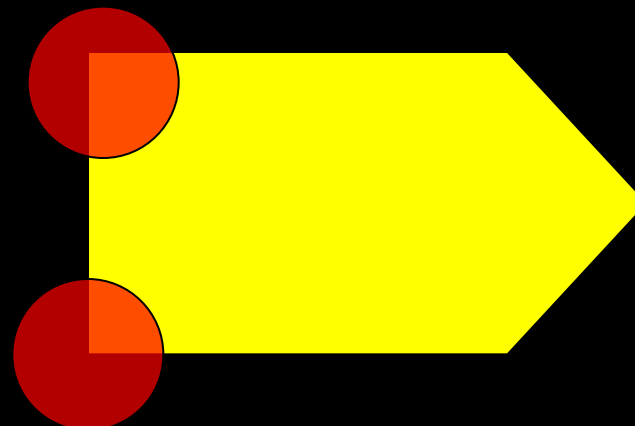
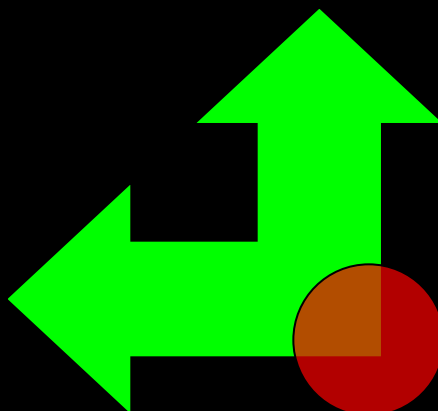
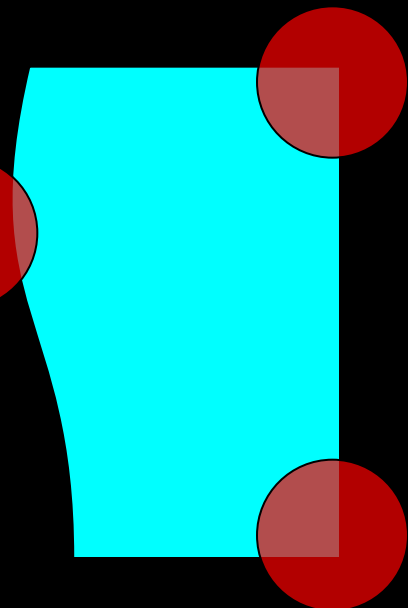
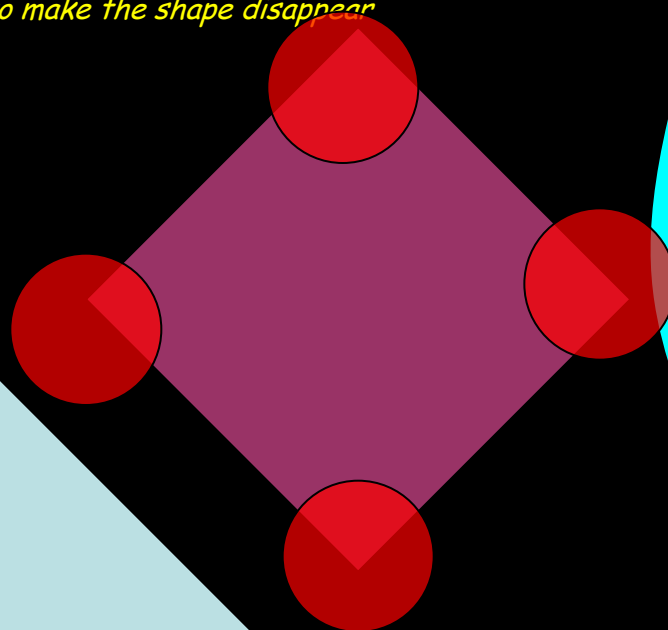
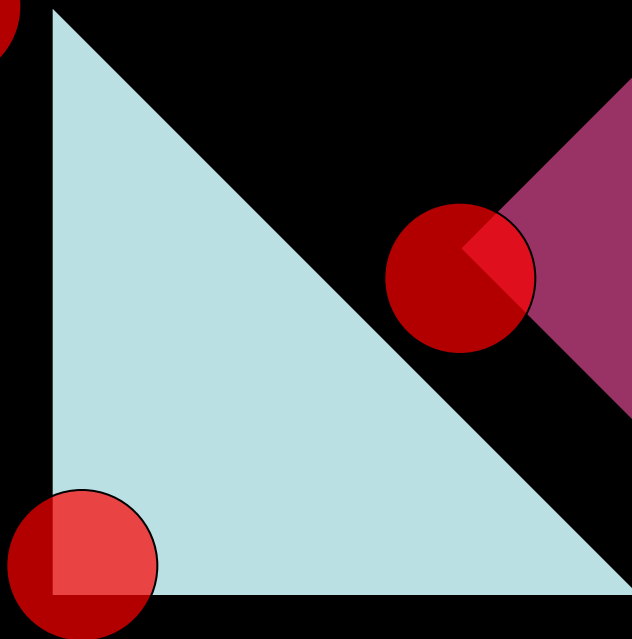
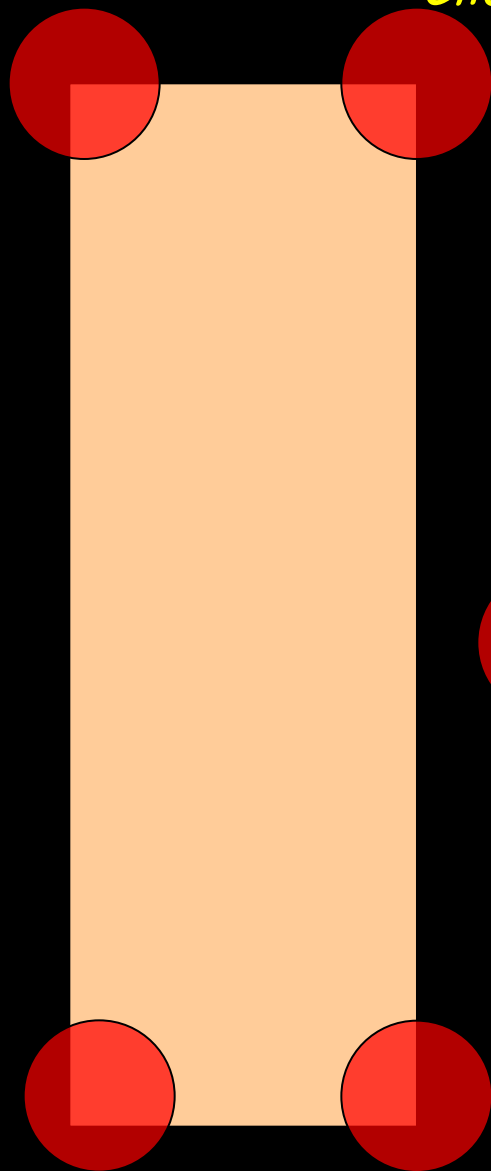
Rotate 180° Clockwise

Click on each shape to reveal the answer



# Finding Right Angles

*Click on a shape to reveal all its right angles!*  
*Click again to make the shape disappear*





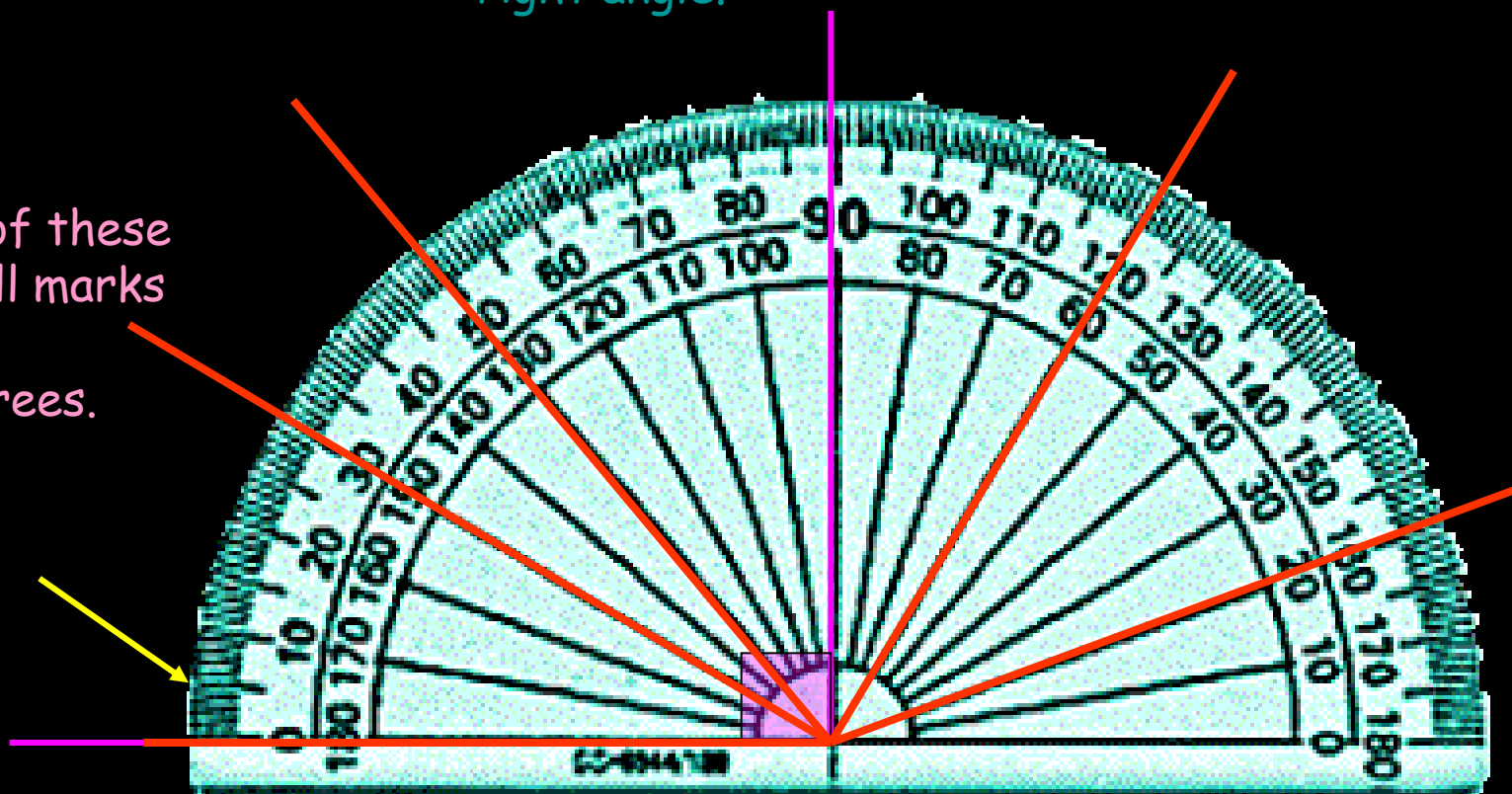
# Measuring Angles

This is a protractor! It is used to measure angles.

Click an angle to see what it looks like:

There are  $90^\circ$  in a right angle.

All of these small marks are degrees.



$50^\circ$

$30^\circ$

$120^\circ$

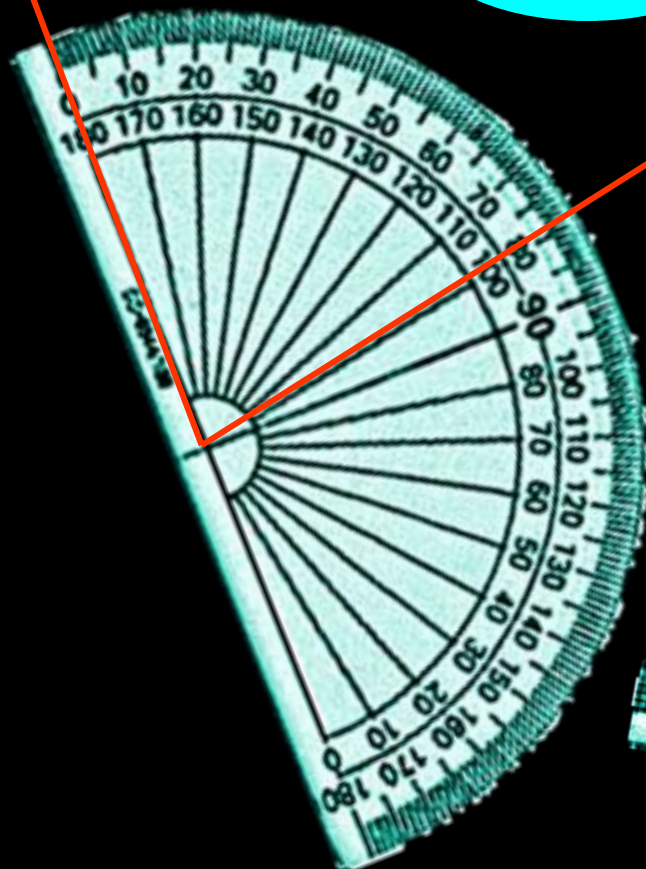
$160^\circ$

CLICK!

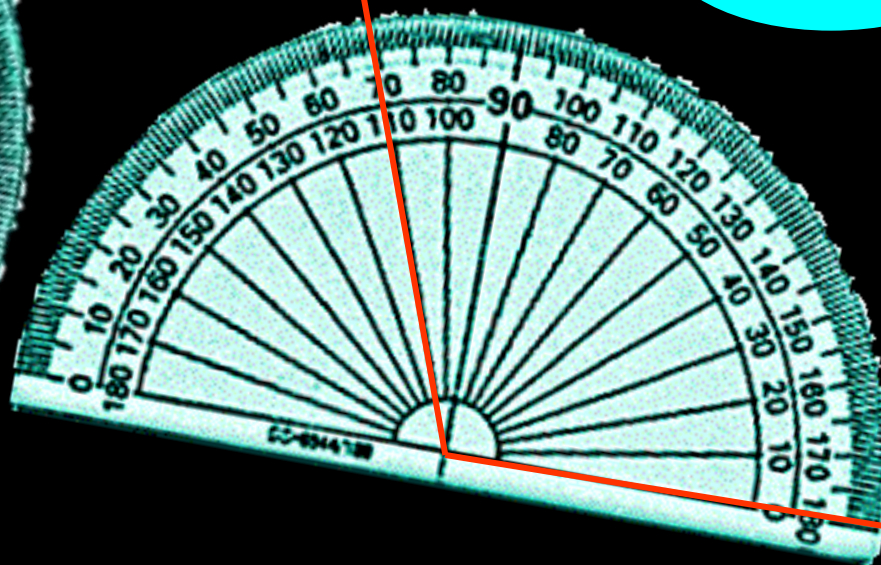


# Measuring Angles

Show/Hide  
Protractor



Show/Hide  
Protractor

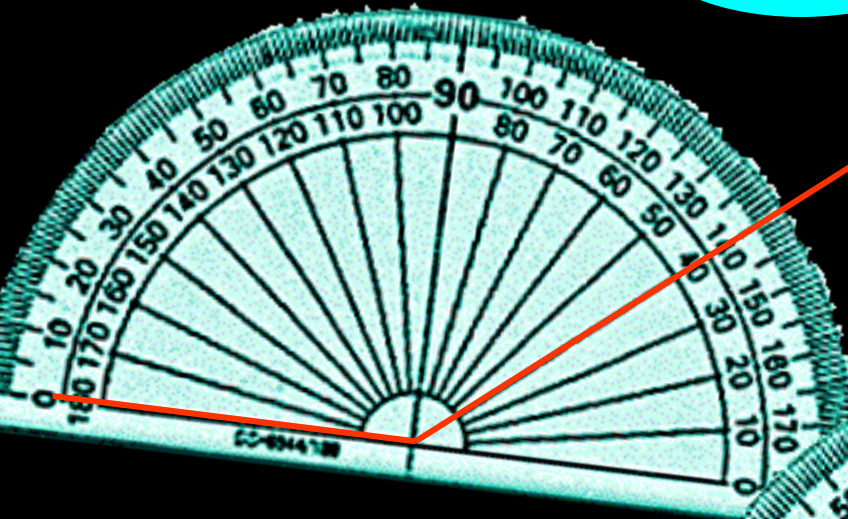




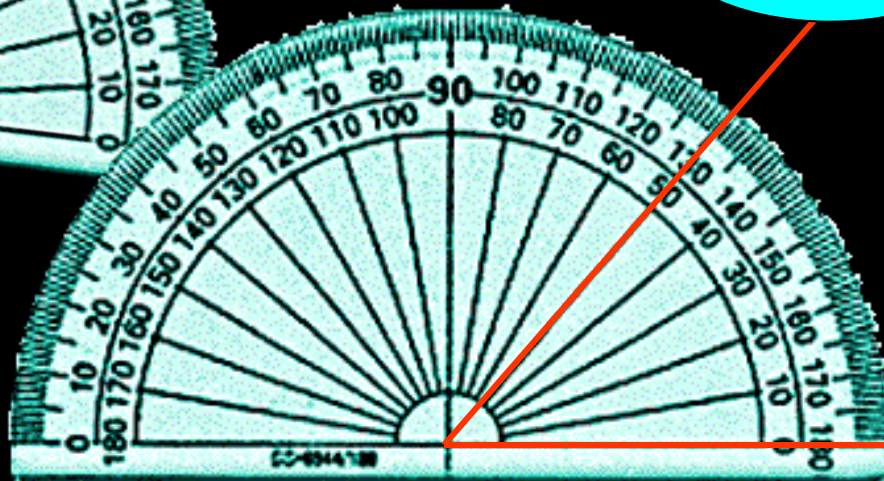


# Measuring Angles

Show/Hide  
Protractor



Show/Hide  
Protractor



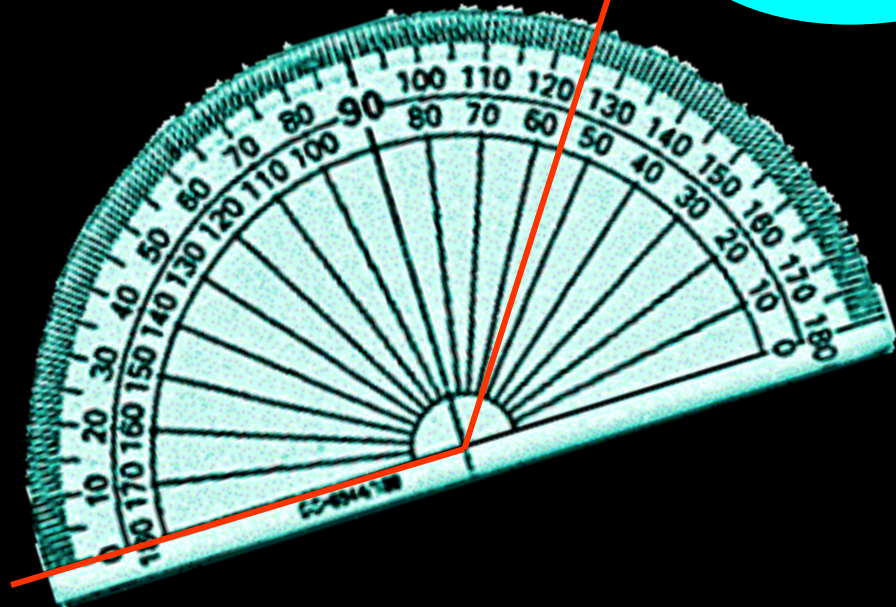


# Measuring Angles

Show/Hide  
Protractor



Show/Hide  
Protractor







# Can you Estimate the Angles?

*Click on the angles to match them to the corners*

20°

160°

60°

125°

85°

