

## Y9 Unit 2 Overview-Shape: Angles and construction:

Test window: 9<sup>th</sup> December 2019 – 20<sup>th</sup> December 2019

Target grade for tests:

You will learn about:

- 2D and 3D shapes.
- Angles.

You will be able to:

- Identify 3D shapes, including cubes and other cuboids, from 2D representations.
- Explore the properties of rectangles.
- Investigate polygons.
- Know angles are measured in degrees: estimate and compare acute, obtuse and reflex angles.
- Draw given angles, and measure them in degrees ( $^{\circ}$ ).
- Identify angles at a point and one whole turn (total  $360^{\circ}$ ); angles at a point on a straight line and  $\frac{1}{2}$  a turn (total  $180^{\circ}$ ); other multiples of  $90^{\circ}$ .
- Communicate your methods verbally, using a range of mathematical vocabulary.



### Lesson Overview

#### VISUALISING AND CONSTRUCTING

- Identify 3D-shapes from photographs and sketches.
- Identify 3D-shapes from nets.
- Identify 3D-shapes from diagrams on isometric paper.
- Construct diagrams of 3D-shapes on isometric paper.

#### INVESTIGATING PROPERTIES OF SHAPES

- Use the properties of rectangles to find missing lengths and angles.
- Use the properties of rectangles to find points on a coordinate grid.
- Know the difference between a regular and an irregular polygon.
- Use the properties of regular polygons to find points on a coordinate grid.

#### INVESTIGATING ANGLES

- Know that angles are measured in degrees and estimate acute, obtuse and reflex angles.
- Know that a reflex angle is greater than  $180^{\circ}$  and estimate reflex angles.
- Identify and find angles at a point.
- Identify and find angles at a point on a straight line.
- Use a protractor to measure angles less than  $180^{\circ}$ .
- Use a protractor to measure angles greater than  $180^{\circ}$ .
- Use a protractor to draw angles less than  $180^{\circ}$ .
- Use a protractor to draw angles greater than  $180^{\circ}$ .

### Key Words

#### Refer to

<http://studymaths.co.uk/glossary.php>  
for definitions of the key words

Cube  
Cuboid  
Cylinder  
Pyramid  
Prism  
Cone  
Sphere  
2D  
3D  
Net  
Sketch  
Isometric paper  
Rectangle  
Square  
Quadrilateral  
(Regular / irregular) polygon, pentagon, hexagon, octagon  
(Right) angle  
Parallel  
Perpendicular  
Coordinates  
Turn  
Angle  
Degrees  
Acute angle  
Obtuse angle  
Reflex angle  
Protractor

#### Notation

Dash notation to represent equal lengths in shapes and geometric diagrams  
Right angle notation  
Arc notation for all other angles  
The degree symbol ( $^{\circ}$ )

**Suggested reading or support/ challenge available**

Support is available from a Maths teacher in 'MORALE' in M1 daily from 1:30pm -1:45pm

[www.mymaths.co.uk](http://www.mymaths.co.uk)  
login: penryn  
password:

[www.doddlelearn.co.uk](http://www.doddlelearn.co.uk)  
See your teacher for your personal login details

**Mathswatch App (video clips and worksheets)**  
school id: penryn  
login: school username  
password: octagon

**Use your revision guide**  
Use the code in the front of your guide to access your free online revision

[www.justmaths.co.uk/online](http://www.justmaths.co.uk/online)  
login: PenrynStudent  
password: Penryn

**Cross curricular**

**SMSC:**  
1.1 Exploring, understanding and respecting cultural diversity e.g. exploration of different methods of multiplication (Chinese, Russian).  
3.1 Developing personal qualities and using social skills (regular paired/ group work communication).  
3.2 Participating, cooperating and resolving conflicts (paired/group activities).  
4.2 Experiencing fascination, awe and wonder of mathematics.  
4.4 Using imagination and creativity in learning.

**Literacy:**  
Verbal communication of understanding using key words in the correct context. Development of written communication of methods and strategies to problem solve.

**NAC:**  
**Science** – Mathematical names of 3-D shapes. Make simple 3-D models from nets. Recognise 2-D representations of 3-D shapes. Use co-ordinates in the first Quadrant. Understand angle as a measure of turn. Measure and draw angles.  
**Technology**- Make simple 3-D models from nets.  
**Art** – Mathematical names of 3-D shapes.

Research	Note-making	Group work & discussion	Memorisation	Precision & accuracy	Independence	Reflection