

## Key Vocabulary

## Turns and Angles

quarter turn

half turn

three-quarter turn

angle

right angle

acute

obtuse

horizontal

vertical

parallel

perpendicular

polygon

two-dimensional

three-dimensional

flat face

curved surface

edge

curved edge

vertex

vertices

apex

Angles can be used as a description of a turn.



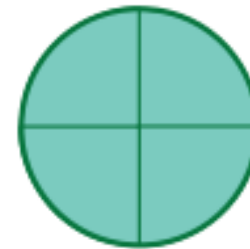
$\frac{1}{4}$  turn



$\frac{1}{2}$  turn



$\frac{3}{4}$  turn



1 turn



clockwise



anticlockwise

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

Right Angle



Acute Angle

Less than 90°



Obtuse Angle

Greater than 90° and less than 180°



## Type of Lines

horizontal



vertical



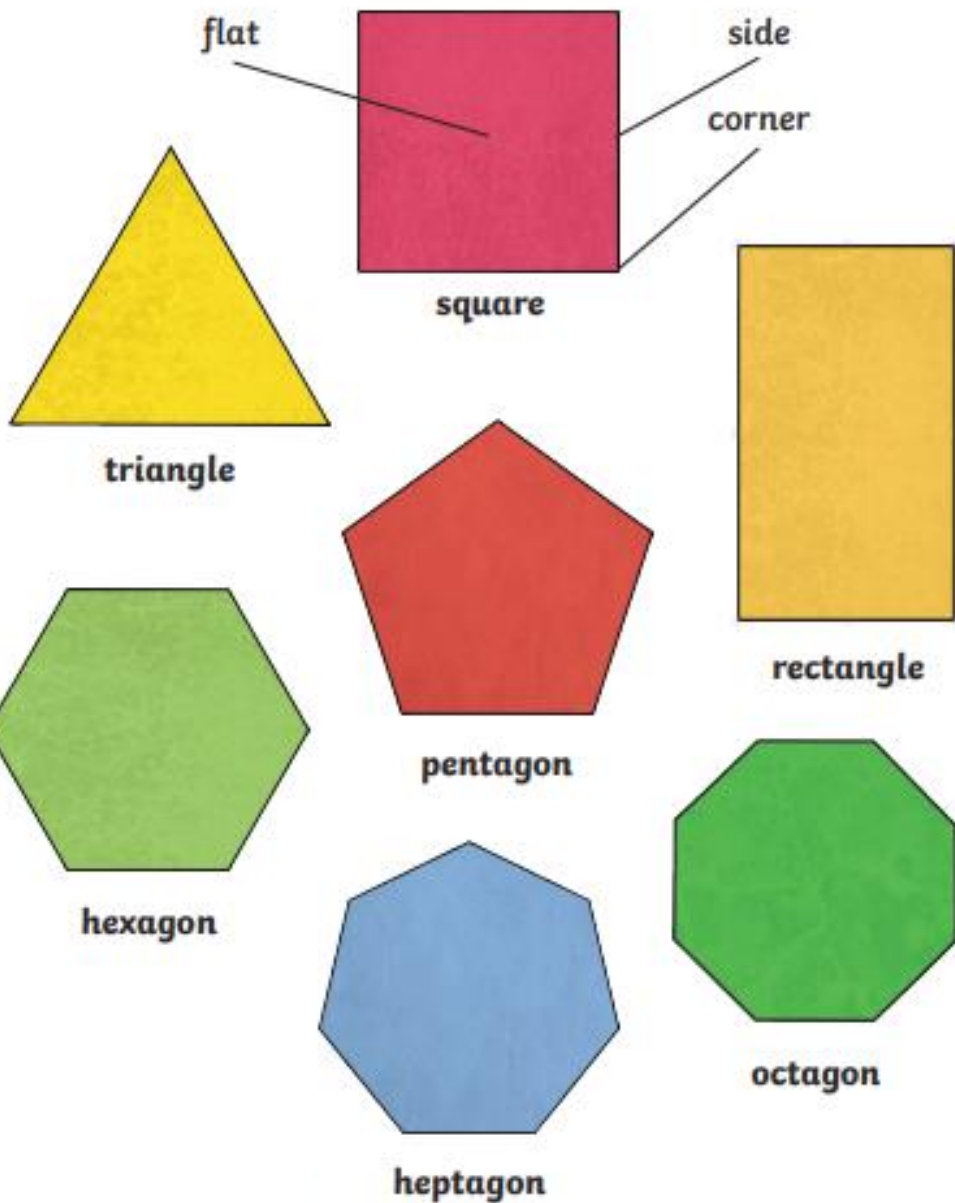
parallel



perpendicular



## Recognise and Describe 2D Shapes



## Recognise and Describe 3D Shapes

