

# GEOMETRY . . .

# Properties of shape

@whisto\_maths

## 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 shapes

## 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

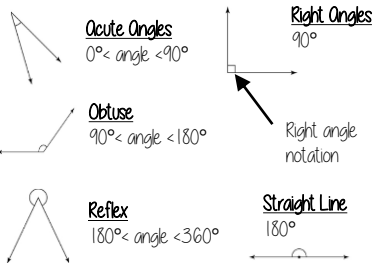
**Quadrilateral:** a four-sided polygon

**Polygon:** an enclosed 2D shape made up of straight lines

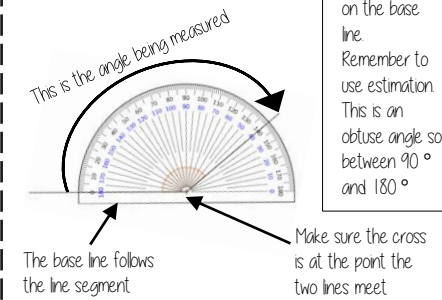
**Scalene triangle:** a triangle with all different sides and different angles

**Regular Polygon:** a polygon with equal angles and all sides the same size

## Measuring angles

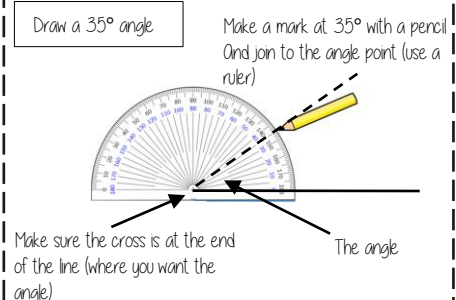


## Measure angles to $180^\circ$

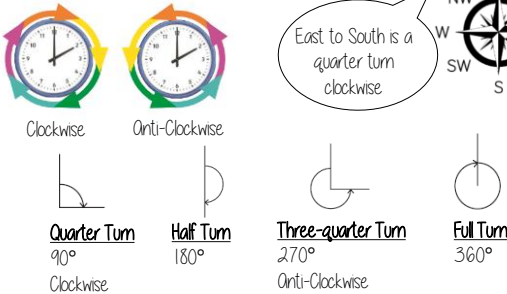


Read from  $0^\circ$  on the base line. Remember to use estimation. This is an obtuse angle so between  $90^\circ$  and  $180^\circ$

## Draw angles up to $180^\circ$

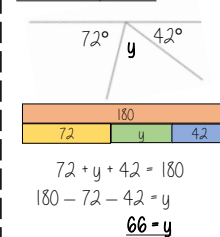


## Angles as measures of turn

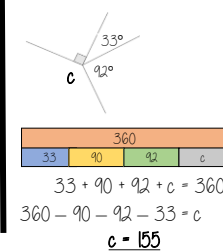


## Calculating missing angles

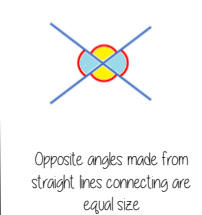
**Adjacent angles that share a common point on a line add up to  $180^\circ$**



**The sum of angles around a point is  $360^\circ$**



**Vertically opposite angles are equal**



## Triangles

All interior angles in a triangle add up to  $180^\circ$

### Isosceles Triangles

Two sides the same length  
Base angles the same size

### Equilateral Triangles

All sides the same length  
All angles the same size

Look for combinations of angle rules in triangles. Dash notation indicates equal length sides.

## Quadrilaterals

All interior angles in a quadrilateral add up to  $360^\circ$

### Rhombus

All sides equal size  
Opposite angles are equal

### Kite

No parallel lines  
Equal lengths on top sides  
Equal lengths on bottom sides  
One pair of equal angles

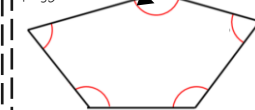
### Trapezium

One pair of parallel lines

## Polygons

### Interior Angles

The angles enclosed by the polygon



This is an **irregular** polygon – the sides and angles are different sizes

**(number of sides  $- 2$ )  $\times 180$**

Remember this is **all** of the interior angles added together

## Drawing Triangles

Side, Angle, Angle



Side, Angle, Side



## 3D shapes and nets

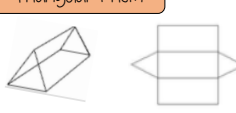
### Cube



### Cuboid



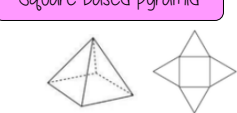
### Triangular Prism



### Cylinder



### Square based pyramid



**Vertex:** a point where two or more line segments meet  
**Face:** any of the flat surfaces of a solid object  
**Edge:** a line segment on the boundary joining one vertex to another