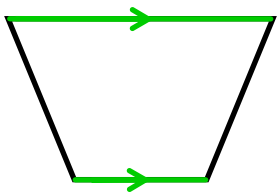# Quadrilaterals

Any **4-sided polygon** is called a quadrilateral.
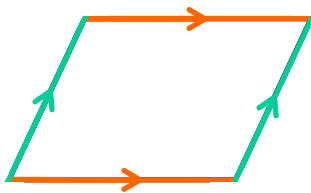
Trapezium
- at least one pair of parallel lines
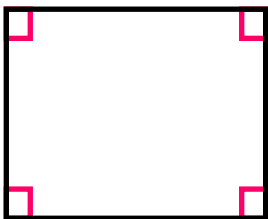
Parallelogram
A type of trapezium
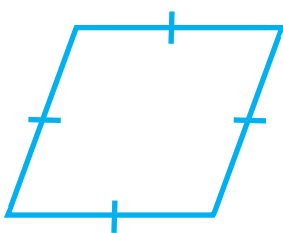- opposite sides are parallel and equal

Rectangle
A type of parallelogram
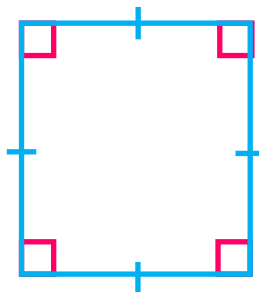- all four interior angles are 90°

Rhombus
A type of parallelogram
- all four sides are equal in length

Square
A regular quadrilateral
A type of rectangle and rhombus
- opposite sides are equal in length
- four 90° angles

Shape Vocabulary

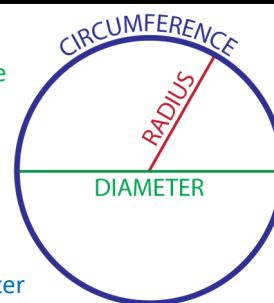| Term	Definition
Corner	The point where 2 line meet
Side	The lines forming the outside of a 2D shape
Vertex	The point where 2 (or more) lines meet
Face	The flat 2D surfaces of a 3D shape
Edge	The part where 2 faces in a 3D shape meet
Parallel	Describes two lines which will never meet

Year 5/6 - 2D and 3D shapes

Circles

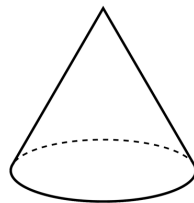**Radius** - the distance from the centre of a circle to the outside

Diameter - the distance from one side of a circle to the other (passing through the centre)
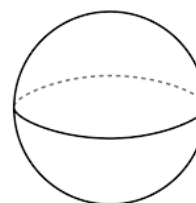
Circumference - a circle's perimeter

CIRCUMFERENCE

RADIUS

DIAMETER

Cone
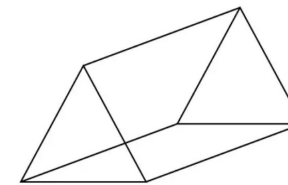a cone has a circular base which joins at an apex

Sphere
a sphere is a perfectly round 3D shape
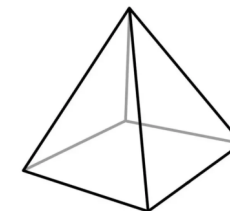
3D Shapes

Prisms
has 2 faces of a **given polygon** - which are connected by rectangular faces
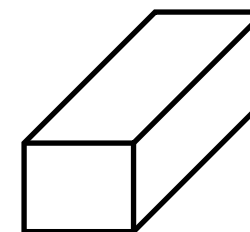e.g.
A **triangular** prism:

Pyramids
has **a base of a given polygon** - which joins at a vertex.
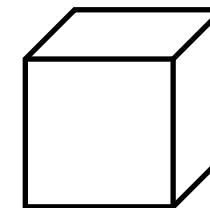e.g.
A **square-based** pyramid:

Cuboid
a cuboid is a rectangular prism

Cube
a cube is a cuboid - where all 6 faces are square

Cylinder
a cylinder has 2 circular faces connected by a curved surface