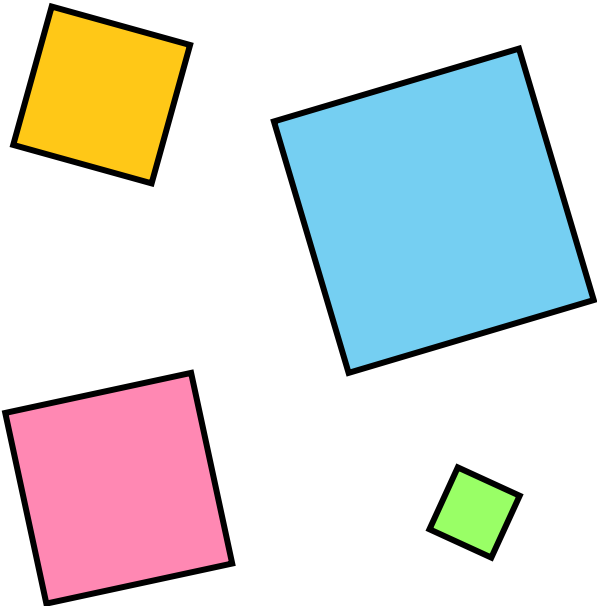
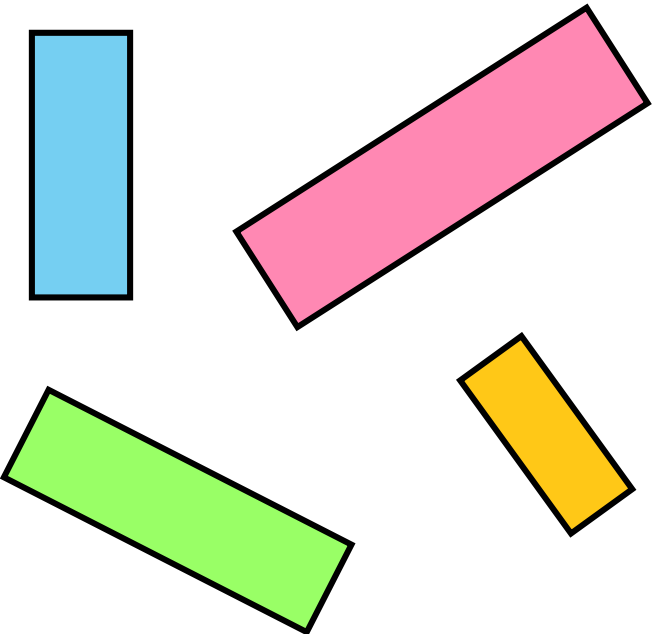
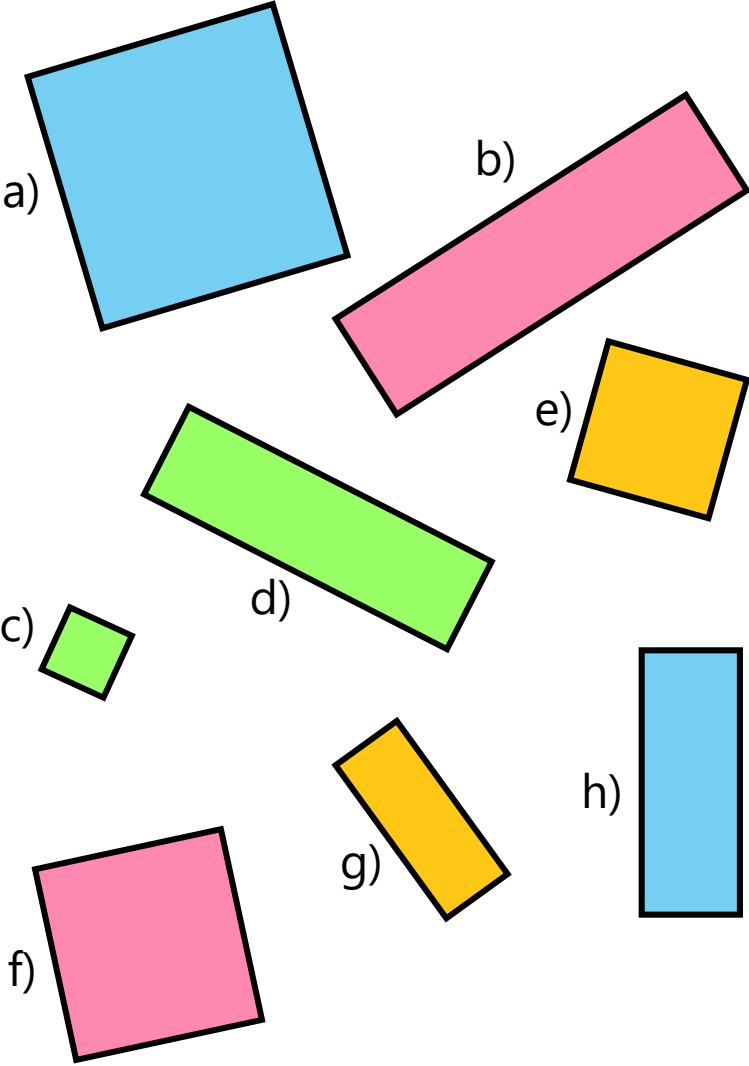


Place the shapes under the correct heading.

Squares	Rectangles
	



Reception LO: to recognise and name common 3D shapes.

Must: recognise a sphere, cube and cone.

Should: recognise a cuboid and a pyramid.

Could: recognise 3D shapes in the environment.

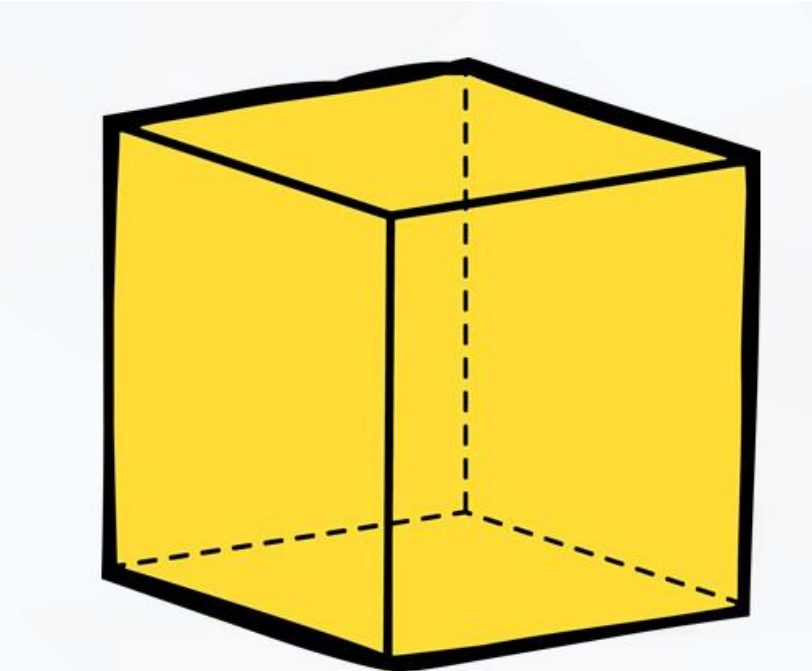
Year 1 LO: to recognise and identify properties of 3D shapes.

Must: name common 3D shapes.

Should: describe the properties of 3D shapes.

Could: Solve simple problems involving 3D shapes.

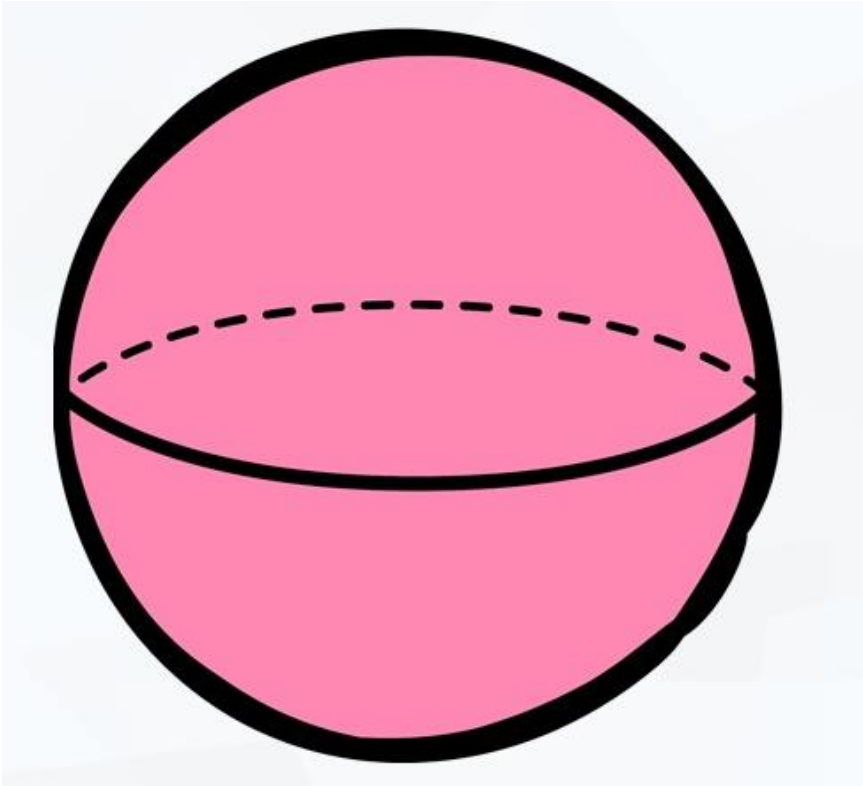
Name the shape.



Cube

Number of Straight Edges	Number of Curved Edges	Number of Vertices	Does it roll?	Does it Stack?

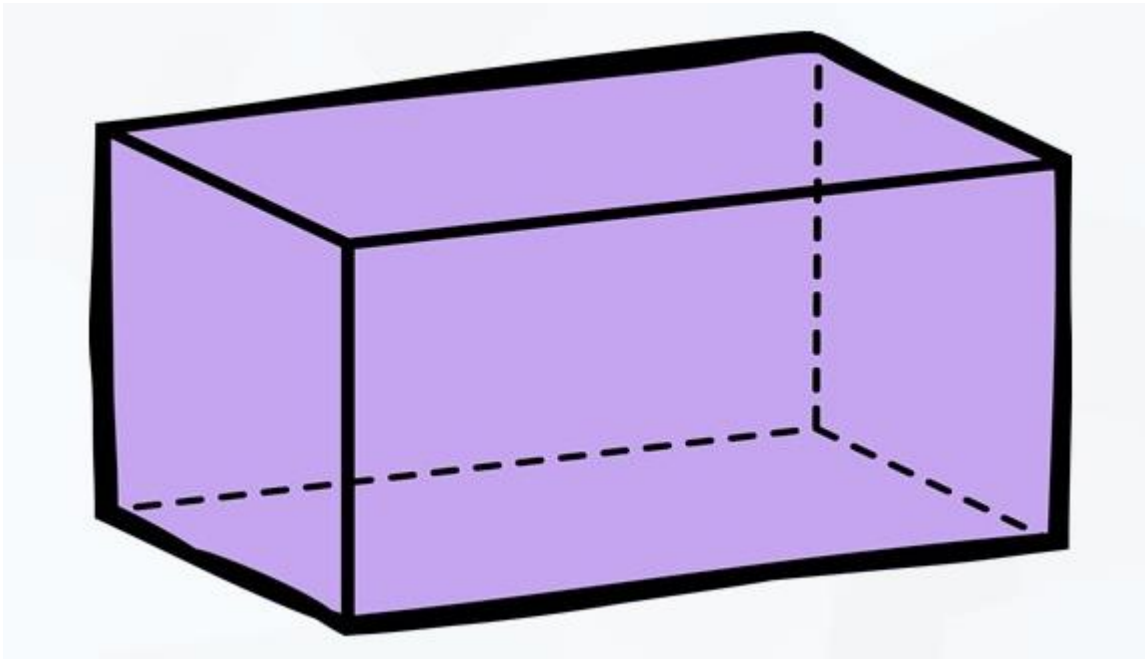
Name the shape.



Sphere

Number of Straight Edges	Number of Curved Edges	Number of Vertices	Does it roll?	Does it Stack?

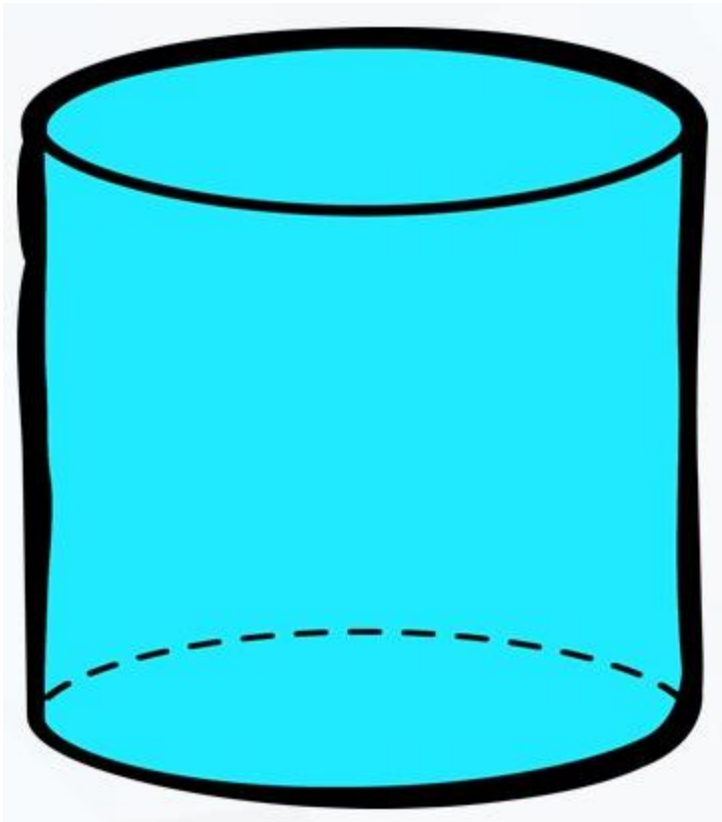
Name the shape.



Cuboid

Number of Straight Edges	Number of Curved Edges	Number of Vertices	Does it roll?	Does it Stack?

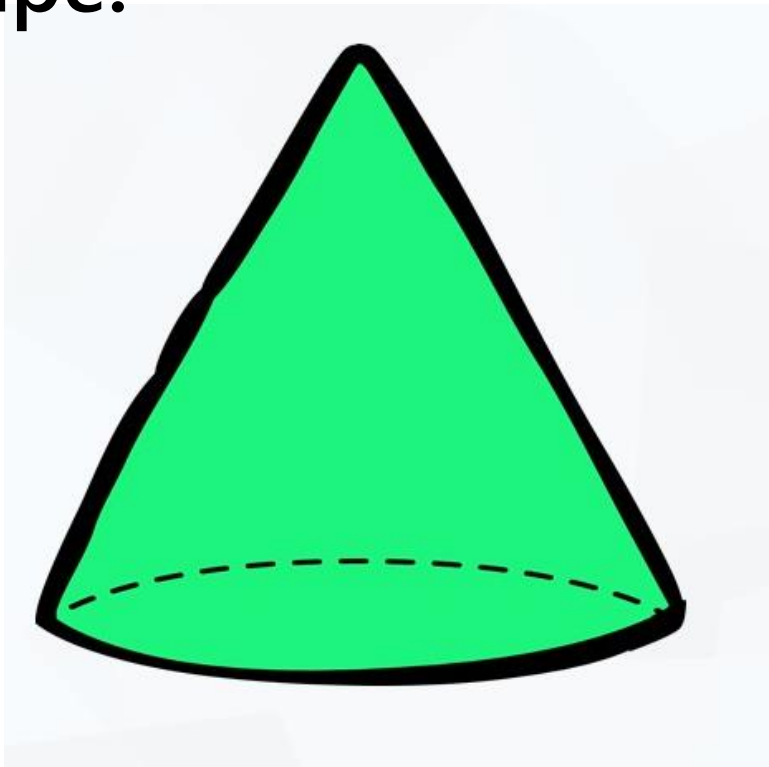
Name the shape.



Cylinder

Number of Straight Edges	Number of Curved Edges	Number of Vertices	Does it roll?	Does it Stack?

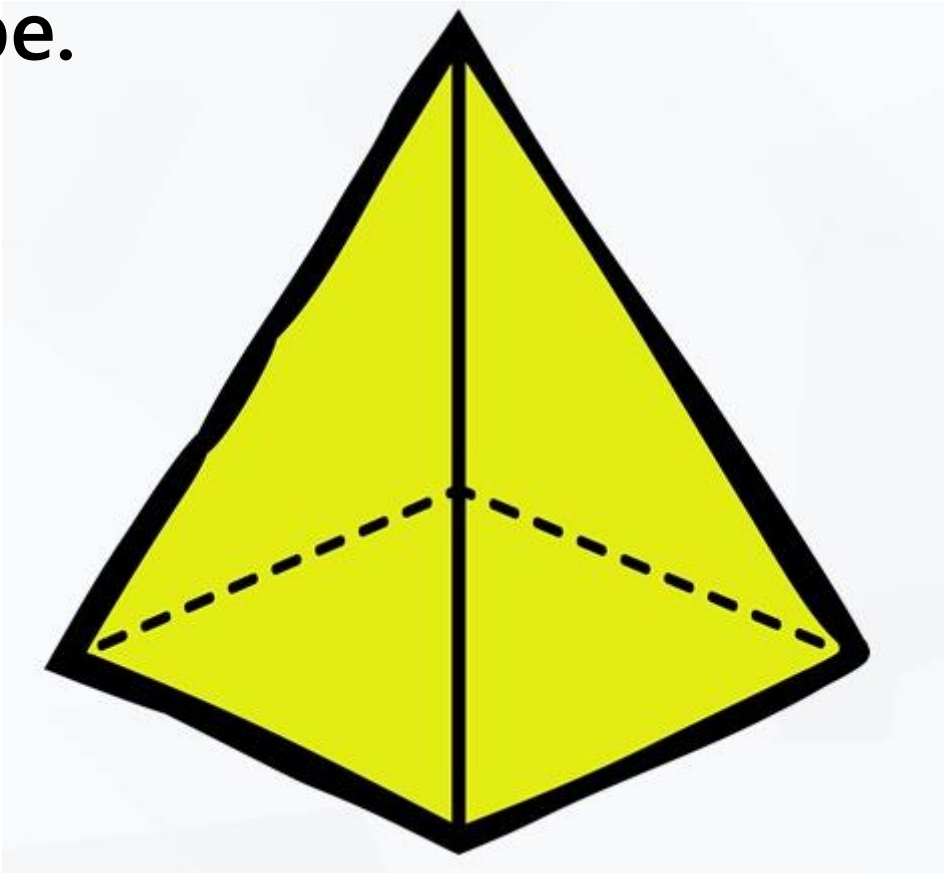
Name the shape.



Cone

Number of Straight Edges	Number of Curved Edges	Number of Vertices	Does it roll?	Does it Stack?

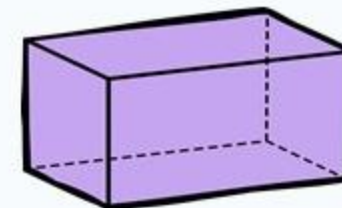
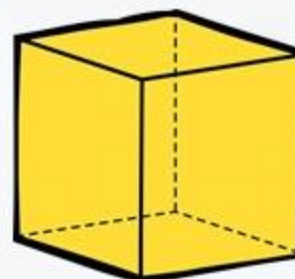
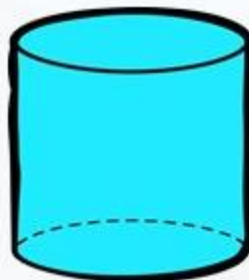
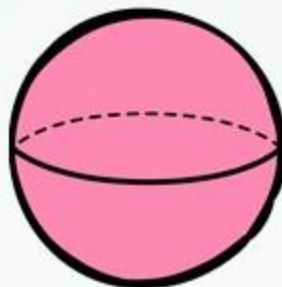
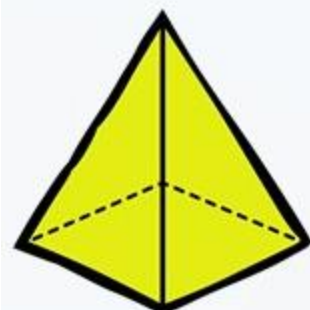
Name the shape.



Square
based
Pyramid

Number of Straight Edges	Number of Curved Edges	Number of Vertices	Does it roll?	Does it Stack?

Match the shape to its name.



Cube

Pyramid

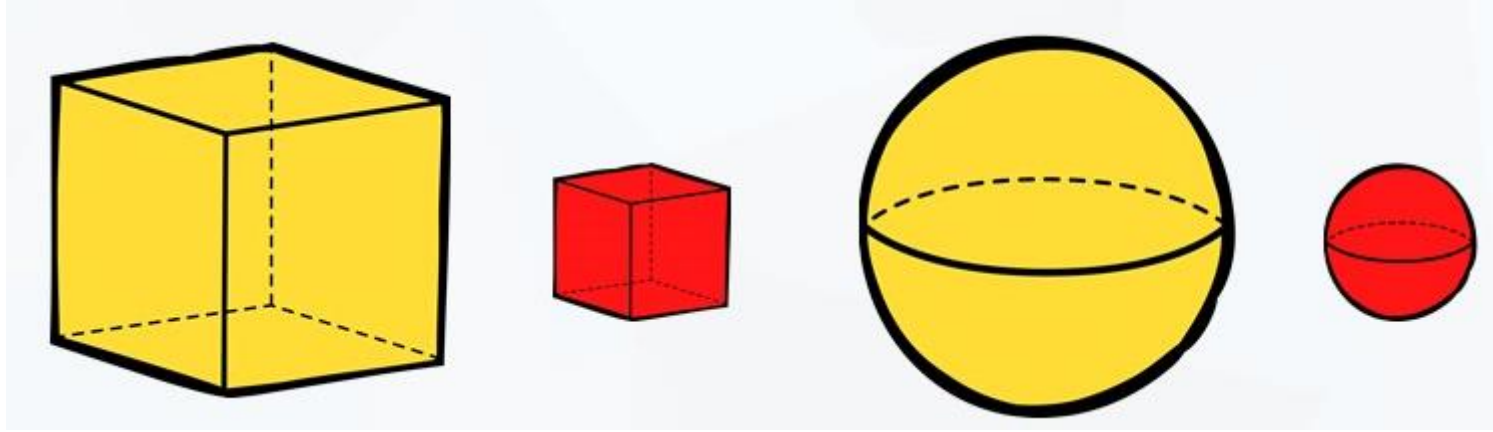
Cone

Cuboid

Sphere

Cylinder

How could these shapes be sorted?



Big shapes / small shapes.

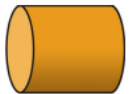
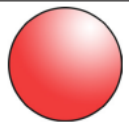
Yellow shapes / red shapes.

Cubes / spheres.

Task: Find out the properties of the shapes.

3D Shape Properties Table

Look carefully at the properties of these 3D shapes. Write your results in the table.

3D Shape	Number of Straight Edges	Number of Curved Edges	Number of Vertices	Does it roll?	Does it Stack?
 Cube					
 Cylinder					
 Sphere					
 Cuboid					
 Cone					
 Square-Based Pyramid					