Shapes Unit Sequencing

**2D SHAPES**

* Polygons:
* Overview / List
* Regular / Irregular
* Triangles
* Drawing triangles
* Finding angles of triangles - 180°
* Equilateral
* Isosceles
* Scalene
* Right-angle triangle
* Acute-angle triangle
* Obtuse angle triangle
* Quadrilaterals
* Drawing quadrilaterals
* Finding angles of quadrilaterals - 360°
* Parallelograms
* Rectangles
* Rhombus
* Square
* Circles:
* Degrees in a circle – 360°, 180°, 90°
* Compass work
* Calculating angles
* Radius
* Diameter
* Centre
* Circumference
* Chord

**3D SHAPES**

* Face, edge, vertex / vertices
* Prisms:
* Rectangular prisms
* Triangular prisms
* Spheres
* Pyramids
* Square-based pyramid
* Triangular-based pyramid (tetrahedron)
* Nets of 3D shapes