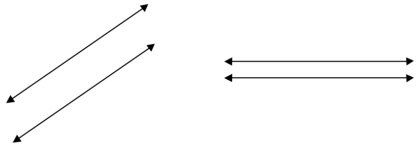
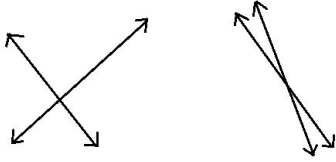
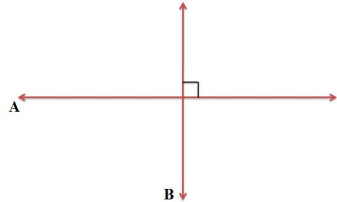
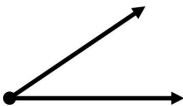
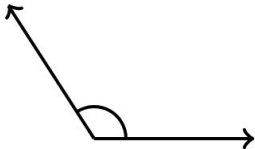
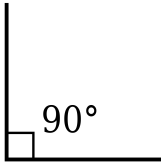
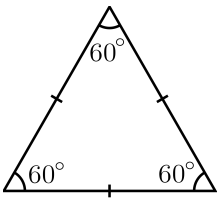
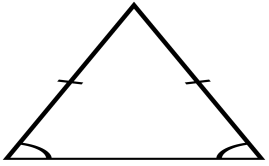
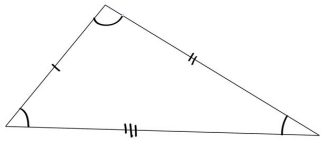


Geometry & Spatial Sense

Types of Lines		
Parallel	Intersecting	Perpendicular
The lines will never cross	The lines (will) cross	The lines cross at 90°
		

Types of Angles		
Acute	Obtuse	Right
Angle is smaller than 90°	Angle is larger than 90°	Angle is exactly 90°
		

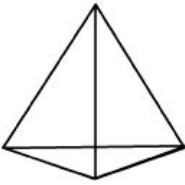
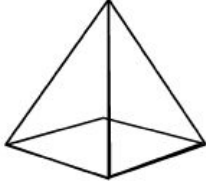
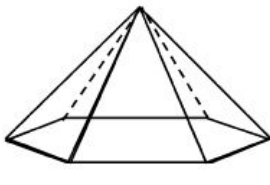
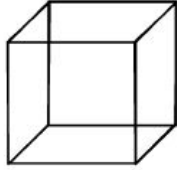
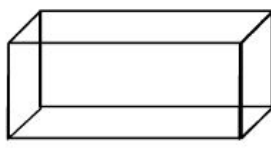
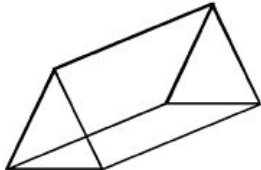
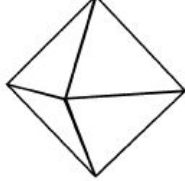
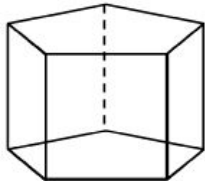
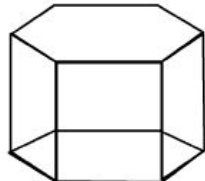
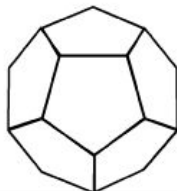
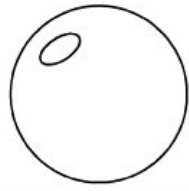
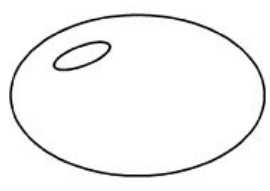
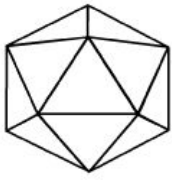
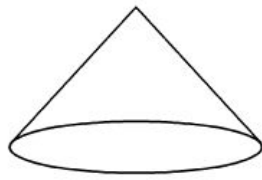
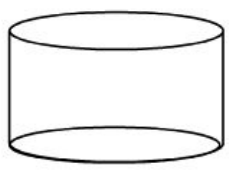
Types of Triangles (all angles add to 180°)		
Equilateral	Isosceles	Scalene
All sides are the same length	2 sides are the same length	All sides are different lengths
		

Ways to move objects		
Flip	Slide	Turn
The object is turned over, creating a mirror image	The objects stays in the same position but moves space	The object is rotated

Two shapes are **congruent if they are the same when turned, slid, flipped, or changes size.

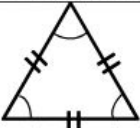
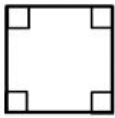
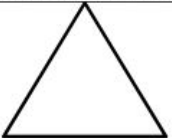
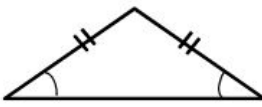
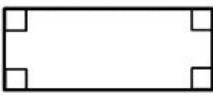


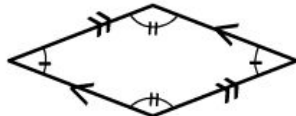

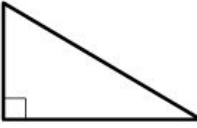


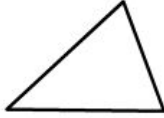
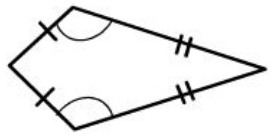
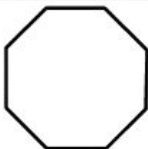

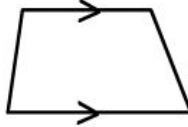
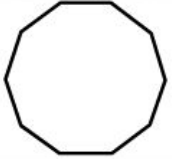

Geometry & Spatial Sense

Properties of 3D Shapes		
Faces	Edges	Vertices
Flat sides of an object	Where 2 faces meet	The points where faces meet

		
Tetrahedron Faces: 4; Edges: 6; Vertices: 4	Square pyramid Faces: 5; Edges: 8; Vertices: 5	Hexagonal pyramid Faces: 7; Edges: 12; Vertices: 7
		
Cube Faces: 6; Edges: 12; Vertices: 8	Cuboid Faces: 6; Edges: 12; Vertices: 8	Triangular prism Faces: 5; Edges: 9; Vertices: 6
		
Octahedron Faces: 8; Edges: 12; Vertices: 6	Pentagonal prism Faces: 7; Edges: 15; Vertices: 10	Hexagonal prism Faces: 8; Edges: 18; Vertices: 12
		
Dodecahedron Faces: 12; Edges: 30; Vertices: 20	Sphere Faces: 0 or 1; Edges: 0; Vertices: 0	Ellipsoid Faces: 0 or 1; Edges: 0; Vertices: 0
		
Icosahedron Faces: 20; Edges: 30; Vertices: 12	Cone Faces: 1 or 2; Edges: 0 or 1; Vertices: 0 or 1	Cylinder Faces: 2 or 3; Edges: 0 or 2; Vertices: 0

Geometry & Spatial Sense

Properties of 2D Shapes	
Sides	Corners
The lines that form the object	Where two lines connect

TRIANGLES	QUADRILATERALS	REGULAR POLYGONS
		
Equilateral triangle All sides equal; interior angles 60°	Square All sides equal; all angles 90°	Equilateral triangle 3 sides; angle 60°
		
Isosceles triangle 2 sides equal; 2 congruent angles	Rectangle Opposite sides equal, all angles 90°	Square 4 sides; angle 90°
		
Scalene triangle No sides or angles equal	Rhombus All sides equal; 2 pairs of parallel lines; opposite angles equal	Regular Pentagon 5 sides; angle 108°
		
Right triangle 1 right angle	Parallelogram Opposite sides equal, 2 pairs of parallel lines	Regular Hexagon 6 sides; angle 120°
		
Acute triangle All angles acute	Kite Adjacent sides equal; 2 congruent angles	Regular Octagon 8 sides; angle 135°
		
Obtuse triangle 1 obtuse angle	Trapezoid 1 pair of parallel sides	Regular Decagon 10 sides; angle 144°
		
	Trapezium No pairs of parallel sides	