

millimetres (mm) in a centimetre (cm)



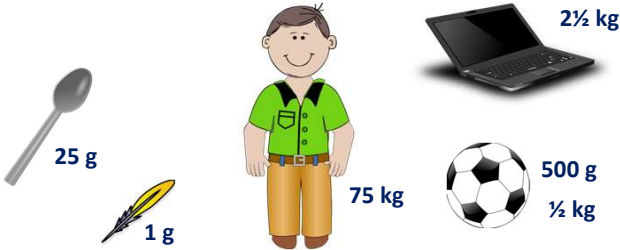
centimetres (cm) in a metre (m)



metres (m) in a kilometre (km)



grams (g) in a kilogram (kg)



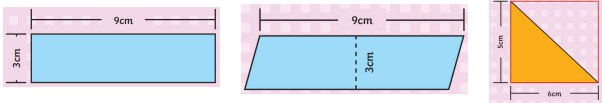
millilitres (ml) in a litre (l)



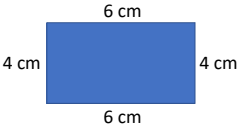
1 mile = \_\_\_\_ kilometres

8 kilometres = \_ miles

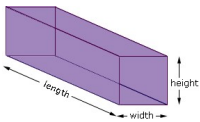
the amount of 2D space something takes up  
e.g. length x width = \_\_\_\_ of a rectangle  
e.g. base x height = \_\_\_\_ of a parallelogram  
e.g. base x height ÷ 2 = \_\_\_\_ of a triangle



the distance around the outside  
e.g. a rectangle with longer sides of 6 cm and shorter sides of 4 cm will have a \_\_\_\_\_ of 20 cm



the amount of 3D space something takes up  
e.g. length x width x height = \_\_\_\_\_ of a cuboid



seconds in a minute

minutes in an hour

hours in a day

September, April, June and November have  
\_\_ days

January, March, May, July, August, October  
and December have \_\_ days

February has 28 days or 29 in a \_\_\_\_ \_\_\_\_

degrees in a quarter turn

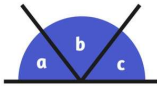
degrees in a half turn

degrees in three quarters of a turn

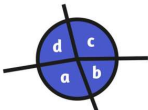
degrees in a whole turn

degrees in a right angle  
e.g. on angle diagrams, a right angle is shown with a small square

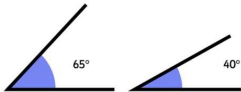
degrees on a straight line  
e.g. you can find an unknown angle on a straight line by subtracting the other angle(s) from \_\_\_\_



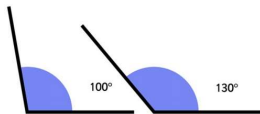
degrees around a point  
e.g. you can find an unknown angle on a point by subtracting the other angle(s) from \_\_\_\_



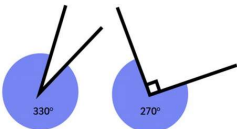
angles less than 90 degrees are \_\_\_\_ angles



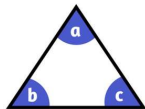
angles greater than 90 degrees but less than 180 degrees are \_\_\_\_\_ angles



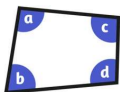
angles greater than 180 degrees are \_\_\_\_\_ angles



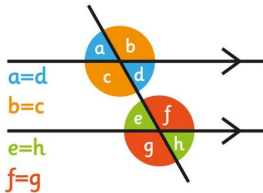
angles in a triangle total \_\_\_\_ degrees  
e.g. you can find an unknown angle in a triangle by subtracting the total of the other two angles from \_\_\_\_



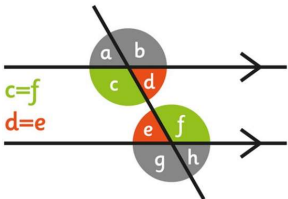
angles in a quadrilateral total \_\_\_\_ degrees  
e.g. you can find an unknown angle in a quadrilateral by subtracting the total of the other three angles from \_\_\_\_



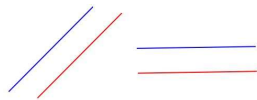
when two straight lines cross, opposite angles are \_\_\_\_\_



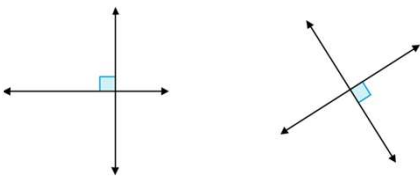
on parallel lines, alternate (Z or backwards-Z) angles are \_\_\_\_\_



lines would never cross no matter how far we extended them (like train tracks)



lines that cross at right angles or would cross at right angles if we extended them



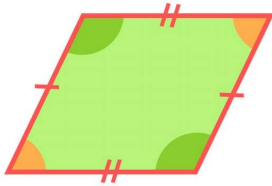
a shape with four sides

a shape with five sides

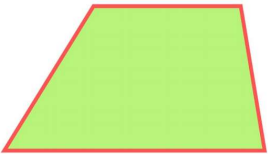
a shape with six sides

a shape with eight sides

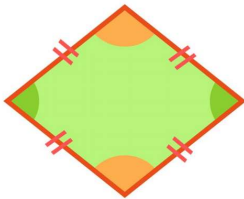
a quadrilateral which has two pairs of parallel lines is called a \_\_\_\_\_



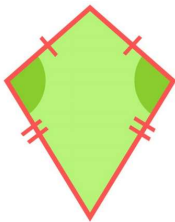
a quadrilateral which has one pair of parallel lines is called a \_\_\_\_\_



a parallelogram with sides of the same length is called a \_\_\_\_\_



a quadrilateral with two pairs of equal sides adjacent (next) to each other is called a \_\_\_\_\_



a line drawn from one vertex to the opposite vertex

These diagrams show the \_\_\_\_\_ of three quadrilaterals.

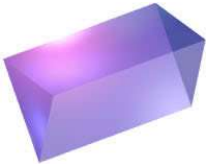
Write the names of the quadrilaterals in the boxes.

rectangle

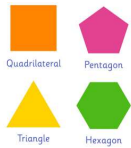
kite

square

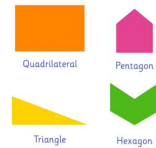
a 2D shape that has been 'stretched out' to make a 3D shape



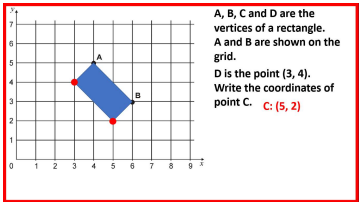
a shape with equal sides and equal angles is \_\_\_\_\_



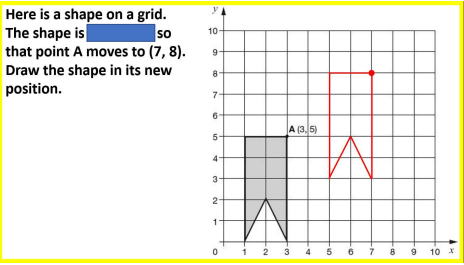
a shape which does not have equal sides and/or equal angles is \_\_\_\_\_



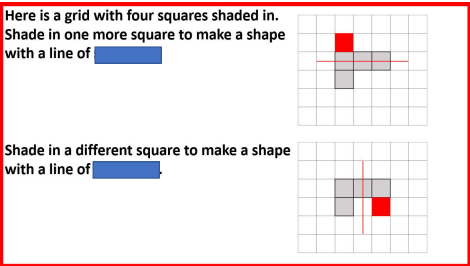
do we write the x or y coordinate first?



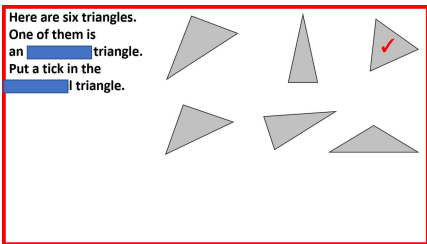
when we \_\_\_\_\_ a shape we move it to a new position (without changing its size or rotating it)



when you have the same reflected on both sides, you have \_\_\_\_\_



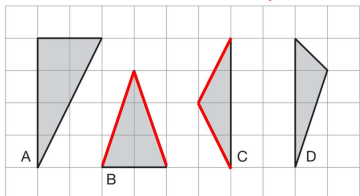
a triangle with sides of the same length and angles of the same size (60 degrees) is called an \_\_\_\_\_ triangle





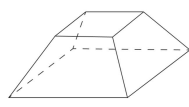
a triangle with two sides of the same length and two angles of the same size is called an \_\_\_\_\_ triangle

Here are four triangles on a square grid.  
Write the letters of the two isosceles triangles. **b, c**



the flat surfaces of a 3D shape are called \_\_\_\_\_

Here is a drawing of a 3-D shape.

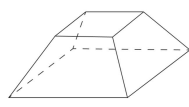


Complete the table.

Number of <span style="background-color: #4a7ebb; color: white;">faces</span>	Number of <span style="background-color: #4a7ebb; color: white;">edges</span>	Number of <span style="background-color: #4a7ebb; color: white;">vertices</span>
6	8	12

the 'lines' joining faces of a 3D shape are called \_\_\_\_\_

Here is a drawing of a 3-D shape.

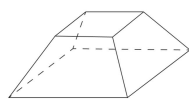


Complete the table.

Number of <span style="background-color: #4a7ebb; color: white;">faces</span>	Number of <span style="background-color: #4a7ebb; color: white;">edges</span>	Number of <span style="background-color: #4a7ebb; color: white;">vertices</span>
6	8	12

the 'pointy bits' (where edges meet) of a 3D shape are called \_\_\_\_\_

Here is a drawing of a 3-D shape.



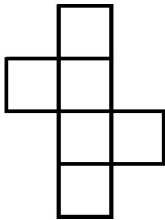
Complete the table.

Number of <span style="background-color: #4a7ebb; color: white;">faces</span>	Number of <span style="background-color: #4a7ebb; color: white;">edges</span>	Number of <span style="background-color: #4a7ebb; color: white;">vertices</span>
6	8	12

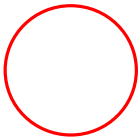
part: part  
e.g. a cake is cut into 18 slices. 15 are eaten. 3 are not eaten. The \_\_\_\_\_ of eaten to uneaten slices is 15:3  
e.g. a \_\_\_\_\_ of 15:3 can be simplified to 5:1

with algebra, 3y means 3 \_\_\_\_\_ y

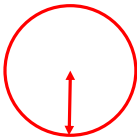
a 2D representation of the faces of a 3D shape



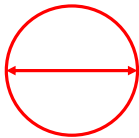
the perimeter of a circle



the length from the centre to the edge of a circle



a line connecting two points on the edge of a circle which passes through its centre



another word for average is the \_\_\_\_  
to find the \_\_\_\_, you add up the numbers and  
divide by how many numbers there are

Last year, Jacob went to four concerts.

- Three of his tickets cost £5 each.
- The other ticket cost £7

What was the cost of the tickets?

$5 + 5 + 5 + 7 = £22$

$£\ 5.50$   
 $4 \overline{) 22.00}$