

millimetres (mm) in a centimetre (cm)

• 10



centimetres (cm) in a metre (m)

• 100



metres (m) in a kilometre (km)

• 1000



grams (g) in a kilogram (kg)

• 1000



millilitres (ml) in a litre (l)

• 1000



1 mile = \_\_\_ kilometres

• 1.6

8 kilometres = \_ miles

- 5

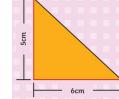
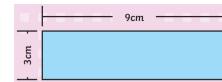
the amount of 2D space something takes up

e.g. length x width = \_\_\_\_ of a rectangle

e.g. base x height = \_\_\_\_ of a parallelogram

e.g. base x height  $\div 2$  = \_\_\_\_ of a triangle

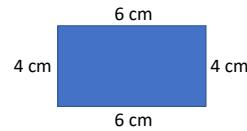
- area



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

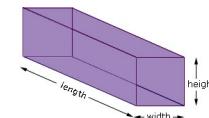
- perimeter



the amount of 3D space something takes up

e.g. length x width x height = \_\_\_\_\_ of a cuboid

- volume



seconds in a minute

- 60

minutes in an hour

- 60

hours in a day

- 24

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

- 30

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

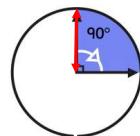
- 31

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

- leap year

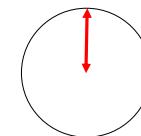
degrees in a quarter turn

- 90



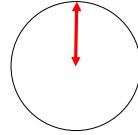
degrees in a half turn

- 180



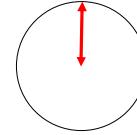
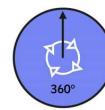
degrees in three quarters of a turn

- 270



degrees in a whole turn

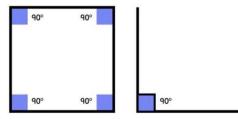
- 360



degrees in a right angle

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

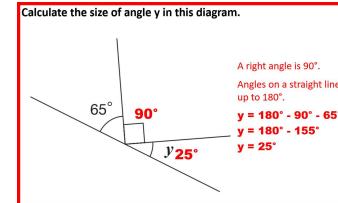
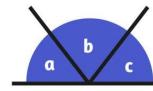
- 90



degrees on a straight line

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

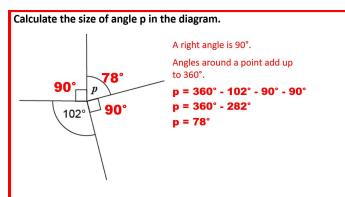
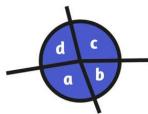
- 180



degrees around a point

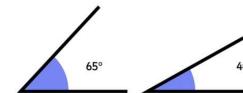
e.g. you can find an unknown angle on a point by subtracting the other angle(s) from \_\_\_\_

- 360



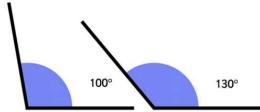
angles less than 90 degrees are \_\_\_\_ angles

- acute



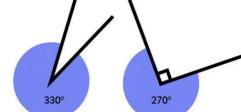
angles greater than 90 degrees but less than 180 degrees are \_\_\_\_\_ angles

- obtuse



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

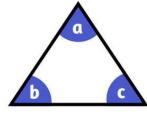
- reflex



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 \_\_\_\_

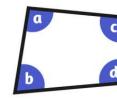
- 180



angles in a quadrilateral total \_\_\_\_ degrees

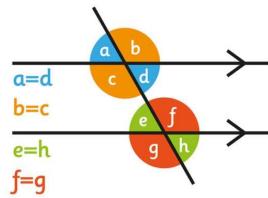
e.g. you can find an unknown angle in a quadrilateral by subtracting the total of the other three angles from \_\_\_\_

- 360



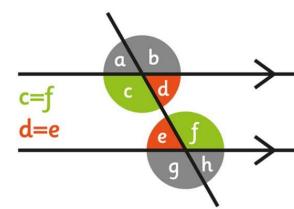
when two straight lines cross, opposite angles are \_\_\_\_

- equal



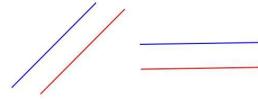
on parallel lines, alternate (Z or backwards-Z) angles are \_\_\_\_

- equal



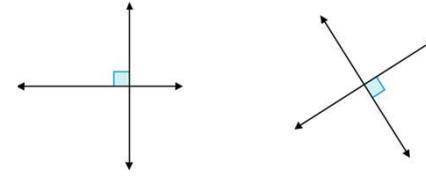
lines would never cross no matter how far we extended them (like train tracks)

- parallel



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

- perpendicular



a shape with four sides

- quadrilateral

a shape with five sides

- pentagon

a shape with six sides

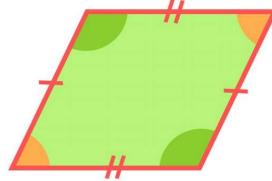
- hexagon

a shape with eight sides

- octagon

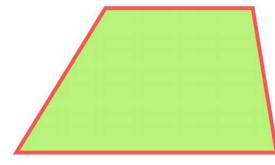
a quadrilateral which has two pairs of parallel lines is called a \_\_\_\_\_

- parallelogram



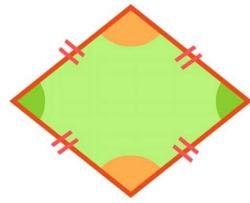
a quadrilateral which has one pair of parallel lines is called a \_\_\_\_\_

- trapezium



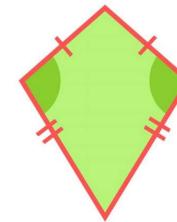
a parallelogram with sides of the same length is called a \_\_\_\_\_

- rhombus



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

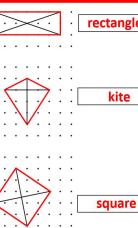
- kite



a line drawn from one vertex to the opposite vertex

- diagonal

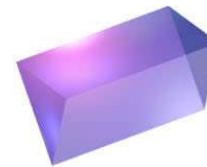
These diagrams show the diagonals of three quadrilaterals.



Write the names of the quadrilaterals in the boxes.

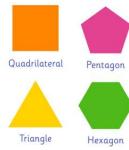
a 2D shape that has been 'stretched out' to make a 3D shape

- prism



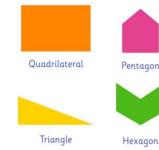
a shape with equal sides and equal angles

- regular



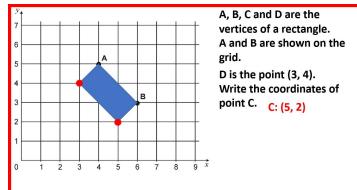
a shape which does not have equal sides and/or equal angles

- irregular



do we write the x or y coordinate first?

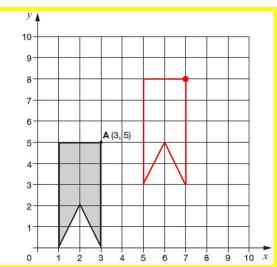
- x



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

- translate

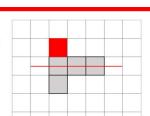
Here is a shape on a grid. The shape is translated so that point A moves to (7, 8). Draw the shape in its new position.



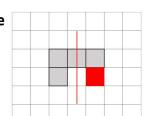
when you have the same reflected on both sides, you have \_\_\_\_\_

- symmetry

Here is a grid with four squares shaded in. Shade in one more square to make a shape with a line of symmetry.



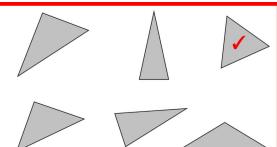
Shade in a different square to make a shape with a line of symmetry.



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

- equilateral

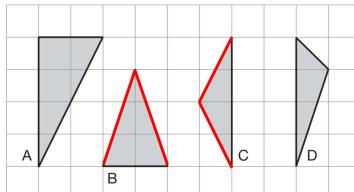
Here are six triangles. One of them is an equilateral triangle. Put a tick in the equilateral triangle.



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

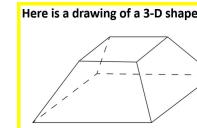
- isosceles

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 \_\_\_\_\_

- faces



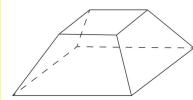
Complete the table.

Number of faces	Number of vertices	Number of edges
6	8	12

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

- edges

Here is a drawing of a 3-D shape.



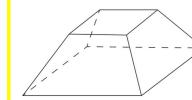
Complete the table.

Number of faces	Number of vertices	Number of edges
6	8	12

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

- vertices

Here is a drawing of a 3-D shape.



Complete the table.

Number of faces	Number of vertices	Number of edges
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

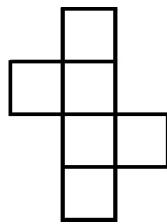
- ratio

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

- multiplied by

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

- net



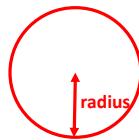
the perimeter of a circle

- circumference



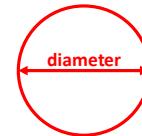
the length from the centre to the edge of a circle

- radius



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

- diameter



another word for average is the \_\_\_\_\_

to find the \_\_\_\_\_, you add up the numbers and divide by how many numbers there are

- mean

Last year, Jacob went to four concerts.

- Three of his tickets cost £5 each. £22 total cost on 4 tickets
- The other ticket cost £7

What was the mean cost of the tickets? £5.50

$$\begin{array}{r}
 5 + 5 + 5 + 7 = £22 \\
 \hline
 4 \mid 22.00 \\
 \hline
 \end{array}
 \quad \begin{array}{r}
 £ 5.50 \\
 \hline
 \end{array}$$