

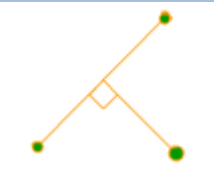

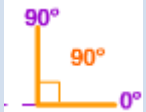



STAGE 7: UNIT 4 VISUALISING AND CONSTRUCTING

KEYWORDS AND DEFINITIONS

1	POINT A position in space
2	LINE The shortest distance between 2 points 
3	EDGE A line along which two faces meet.
4	FACE A flat surface of a solid.
5	VERTEX (VERTICES) A point at which 2 or more edges meet.
6	PLANE A flat surface
7	PARALLEL Lines that are the same distance apart. 
8	PERPENDICULAR Lines that intersect at right angles. 
9	REGULAR All sides and angles are equal
10	POLYGON A 2D shape with at least 3 straight edges.
11	SYMMETRY

	An object is symmetrical when one half is a mirror image of the other half. 
12	ROTATIONAL SYMMETRY The number of times a shape will map to its original outline in a 360° turn.
13	RIGHT ANGLE An angle measuring 90 degrees. 
14	CONVENTIONS Agreed notation that is used by all mathematicians.

NOTATION

11	The line between 2 point A and B is denoted as AB.
12	The angle made by line AB and BC intersecting at B is denoted by
13	The angle at point A is \hat{A}
14	Arrow notation for a set of parallel lines 
15	Dash notation for sides of equal length.

PRIOR KNOWLEDGE

- 16 Use a ruler to measure and draw lengths to the nearest millimetre.
- 17 Use a protractor to measure and draw angles to the nearest degree.

CORE SUCCESS CRITERIA

- 18 Know the definitions of faces, edges and vertices.
- 19 Use notation for parallel lines
- 20 Identify and define perpendicular lines.
- 21 Know the meaning of "regular polygons".
- 22 Identify line and rotational symmetry in polygons.
- 23 Use the correct notation for lines and angles.
- 24 Use a ruler and protractor to accurately construct triangles.
- 25 Use a ruler and a compass to accurately construct triangles

CONSTRUCTION OF TRIANGLES

- 26 ASA
- 27 SAS
- 28 SSS
- 29 RHS