Geometry: 2D Shapes and 3D Objects

Curriculum Threads

	Kindy	Pre-Primary	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
2D Thread	Kindy Shapes exposure (Optional)	Sort, describe and name familiar **2D shapes** in the environment	Recognise and classify familiar **2D shapes** using obvious features	Describe and draw **2D shapes**, with and without digital technologies		Compare the areas of regular and irregular shapes by informal means	**Connect 3D objects** with their nets and other **two-dimensional** representations	
3D Thread	Kindy Objects exposure (Optional)	Sort, describe and name familiar **3D objects** in the environment	Recognise and classify familiar **3D objects** using obvious features	Describe the features of **3D objects**	Make models of **3D objects** and describe key features.	Compare and describe **2D shapes** that result from combining and splitting common shapes, with and without the use of digital technologies		Construct simple prisms and pyramids
		ACMMG009	ACMMG022	ACMMG042 ACMMG043	ACMMG063	ACMMG087 ACMMG088	ACMMG111	ACMMG140
		AC Links white background = the two threads are combined in the AC Links						

Suggested Dr Paul Swan Materials — Book · Game · Downloadable · Video · Manipulative Material · Interactive Material · Other

Years F -> 6

Recommended Resource

Australian Curriculum Mathematics: **Measurement and Geometry** Series by L. Marshall (2013): **Years F -> 6**

- **POP** 2D Shapes
- **POP** 2D Shapes: Regular/Irregular
- **POP** 3D Objects in the Environment

- Get In Shape (available via Abacus Educational)

- Geoboard Gems

- Toying With Tangrams

- Tangram Activity Cards (available via Abacus Educational)
- Geoboard Gems

- **POP** 2D Nets of 3D objects

Other Helpful Sources

Exposure Tasks
- Develop the language of shapes and objects
- Engage in sorting and matching activities

- Perfect Square *-by Michael Hall*
- The Greedy Triangle *-by Marilyn Burns*

- Play games involving 2D shape and 3D object recognition e.g: Shape Memory, Shape Dominoes, Shape Snap, Shape Bingo
- Real-Life artefact tables with 3D objects e.g: can of soup, cereal box

First Steps: Space
- Ch 4: KU 1 pg 58
- Ch 6: KU 1 pg 158
- Ch 6: KU 2 pg 172
- Ch 6: KU 3 pg 182
- Ch 6: KU 4 pg 196

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- Ch 6: KU 2 pg 172
- Ch 6: KU 3 pg 182
- Ch 6: KU 4 pg 196

First Steps: Space
- Ch 4: KU 1 pg 58
- Ch 4: KU 2 pg 72
- Ch 4: KU 3 pg 84
- Ch 6: KU 1 pg 158
- Ch 6: KU 2 pg 172
- Ch 6: KU 3 pg 182
- Ch 6: KU 4 pg 196

- Geoshapes/Geofix Polydron (Manipulatives)

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- Ch 4: KU 1 pg 58
- Ch 4: KU 2 pg 72
- Ch 4: KU 3 pg 84
- Ch 6: KU 4 pg 196

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- Ch 4: KU 2 pg 72
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NZ Maths: Shape Units of Work

NCTM Illuminations (Digital Technologies)