## Colin and Coco's Daily Maths Workout

Workout 6.11
KeeP-uppI (Term 2 continued ...)


KPIs for Term 2 (continued ...)
Compare and Classify 2-D and 3-D shapes
Know and use angle properties of straight lines, at a point and in shapes Draw simple shapes using given lengths and angles

Complete the table:


|  | Faces | Vertices | Edges |
| :---: | :---: | :---: | :---: |
| Cuboid | 6 | 8 | 12 |
| Hexagonal <br> Prism | 8 | 12 | 18 |
| Square <br> Based <br> Pyramid | 5 | 5 | 8 |

Complete the flowchart using each shape once:

Square, Rectangle, Kite, Parallelogram, Rhombus, Trapezium

## Missing Angles Workout

Complete the table for triangles

| Angle 1 | Angle 2 | Angle 3 |
| :---: | :---: | :---: |
| $60^{\circ}$ | $40^{\circ}$ | $80^{\circ}$ |
| $55^{\circ}$ | $60^{\circ}$ | $65^{\circ}$ |
| $95^{\circ}$ | $30^{\circ}$ | $55^{\circ}$ |
| $107^{\circ}$ | $33^{\circ}$ | $40^{\circ}$ |
| $53^{\circ}$ | $71^{\circ}$ | $56^{\circ}$ |


| Angle 1 | Angle 2 | Angle 3 | Angle 4 |
| :---: | :---: | :---: | :---: |
| $60^{\circ}$ | $40^{\circ}$ | $120^{\circ}$ | $140^{\circ}$ |
| $55^{\circ}$ | $100^{\circ}$ | $65^{\circ}$ | $140^{\circ}$ |
| $73^{\circ}$ | $73^{\circ}$ | $104^{\circ}$ | $110^{\circ}$ |
| $90^{\circ}$ | $121^{\circ}$ | $104^{\circ}$ | $45^{\circ}$ |
| $53^{\circ}$ | $171^{\circ}$ | $107^{\circ}$ | $29^{\circ}$ |

## Drawing Shapes Workout

Complete the table for quadrilaterals

A parallelogram with sides
$2 \mathrm{~cm}, 5 \mathrm{~cm}, 2 \mathrm{~cm}, 5 \mathrm{~cm}$ and angles $130^{\circ}, 50^{\circ}, 130^{\circ}, 50^{\circ}$

Find the value of $x$ in each diagram


Workout C Draw an accurate diagram of ....

## Workout B

A right-angled triangle with sides $3 \mathrm{~cm}, 4 \mathrm{~cm}$ and 5 cm

An equilateral triangle of side 3 cm

You need:
Cards Set A
Cards Set B

To play:
Card Sets $A$ and $B$ are shuffled.
Player 1 picks a card from Set A.
Player 2 picks a card from Set B.
Each player then tries to write down as many 3-D shapes with that property in 1 minute.

For example, if the cards are:

a player could have 'Triangular Prism' or 'Pentagonal Pyramid'.

To win:
A player scores one point for each correct 3-D shape.
The first player to get 10 points wins the Game.

## Shapes Cards

Set A


12


## Set B



Number of Edges

Number of Faces

Put different digits in the empty boxes so that the diagrams are correct.

## Possible Solution



Are there any boxes that it is impossible to put a digit in? Why?
Are there any boxes that could have any of the digits in them?
Now complete it using the digits $0,1,2,3,4,5,6,7,8$ and 9 once each.

## 2-D Shape <br> Investigation

Connect the dots with straight lines to investigate the number of different types of ...
a) triangles
b) quadrilaterals
c) pentagons
d) hexagons
... that can be created. Where possible, use the correct names to describe the shapes.


Investigate if all shapes have the same number of lines of symmetry

1. Coco is drawing an isosceles triangle. Two angles are $70^{\circ}$ and $55^{\circ}$ What is the size of the third angle?
2. Colin is drawing an isosceles triangle. One angle is $50^{\circ}$ What are the possible sizes of the two other angles? (Hint: There are two pairs of answers!)
3. This the front view of the barn where Colin lives.


Find the value of $x$.
4. Coco is designing a kite. Calculate angle y.

$40^{\circ}$
5. Two angles meet at a point on a straight line.
$71^{\circ}$ and $109^{\circ}$
One angle is acute, greater than $70^{\circ}$ and a prime number.
$.73^{\circ}$ and $107^{\circ}$
The other angle is obtuse.
$79^{\circ}$ and $101^{\circ}$
Find all the possible pairs of angles
$83^{\circ}$ and $97^{\circ}$
$89^{\circ}$ and $91^{\circ}$
6. Coco loves to tessellate regular hexagons. By calculating the value of an angle ( $x$ ) at each corner of a regular hexagon, prove why 3 regular hexagons will always meet at a point.


Angle at the corner $=120^{\circ}$
$120^{\circ}+120^{\circ}$
$+120^{\circ}=360^{\circ}$

Match the shapes with their property Fill in the missing buddies.


Match the angles to the missing value in each diagram.
Fill in the missing buddies.


Create your own Matching Workouts.

