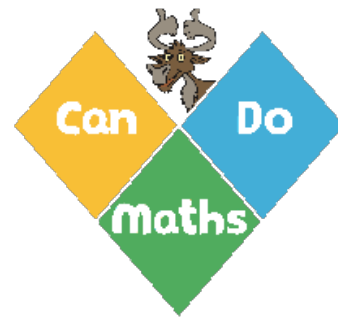
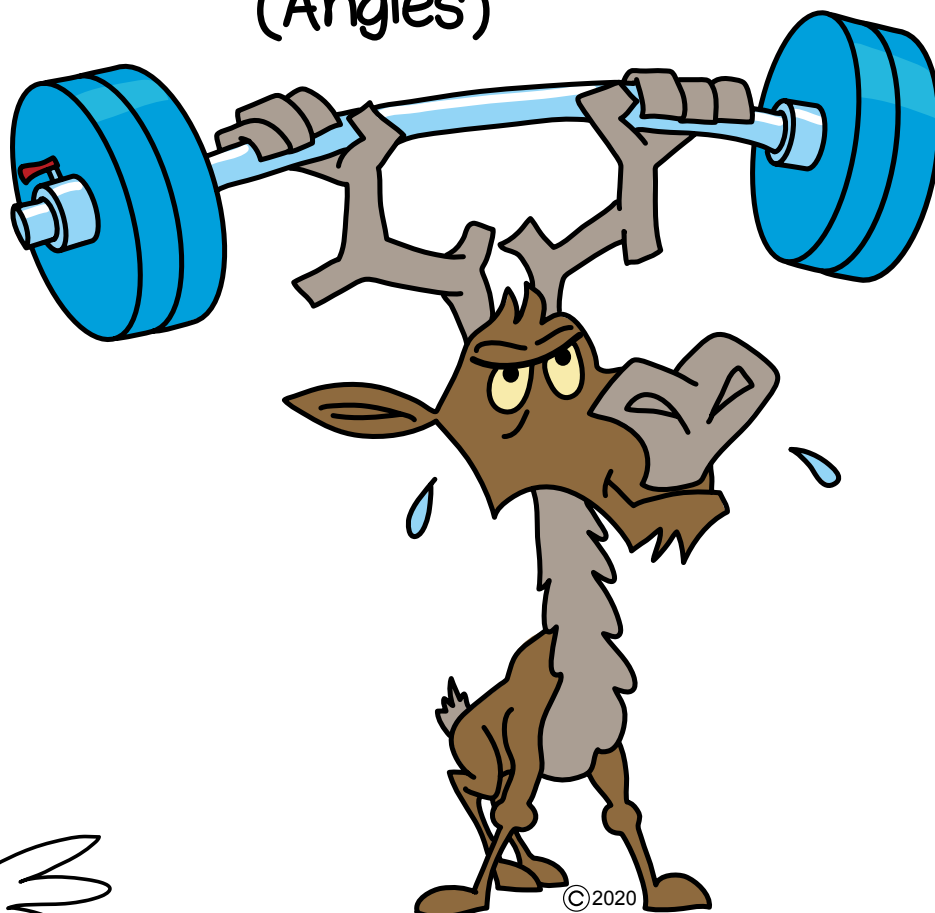




Colin and Coco's Deliberate Practice

Year 4 Unit 10

Geometry: Properties of Shapes
(Angles)





Contents

This pack of deliberate practice is designed to be used flexibly to secure the manageable steps of this unit.

The table below indicates which activities are linked to which manageable steps.

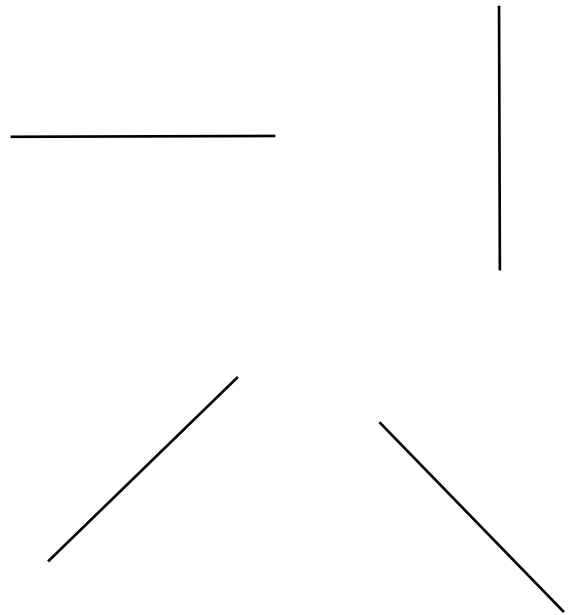
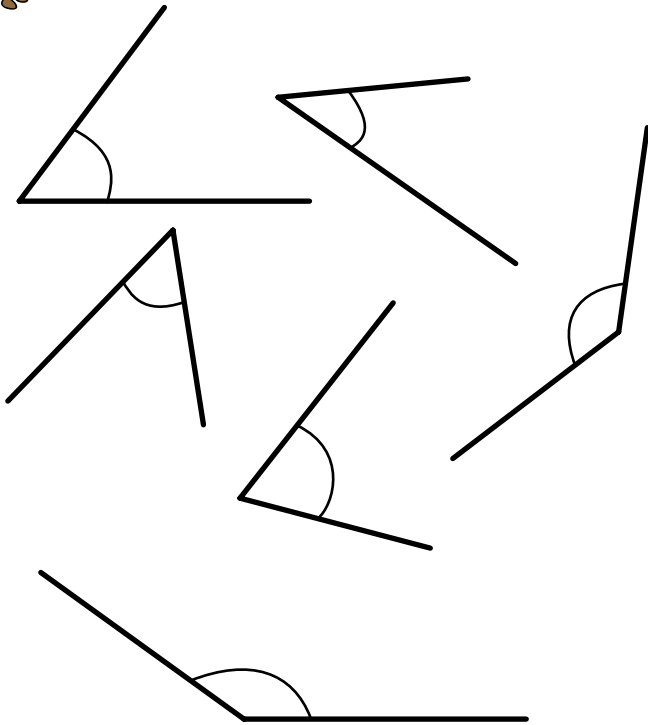
	Do It	Challenge It	Play It
Identify acute angles	1		
Identify obtuse angles		1	
Identify acute angles in shapes			1
Identify obtuse angles in shapes	2		
Compare angles up to two right angles in size			2
Order angles up to two right angles in size		2	



Do It 1

Tick the acute angles:

Draw 4 acute angles using the lines below:



Obtuse Angle Challenge

Challenge It 1

Which letters of the alphabet, when written as capital letters, have got an obtuse angle in them?

Have any letters got two obtuse angles?

If you write numbers by joining dots with straight lines, which numbers can have obtuse angles?





Acute Game

Play It 1

You need:

Dice 1 - 6

3 - 9 cards

To play:

Cards are placed face down.

Player 1 rolls the dice and turns over a card.

Player 1 prepares to draw a shape:

- The number on the card is the number of sides of the shape.
- The number on the 1 - 6 dice is the number of acute angles in the shape.

If it is impossible, they miss that turn.

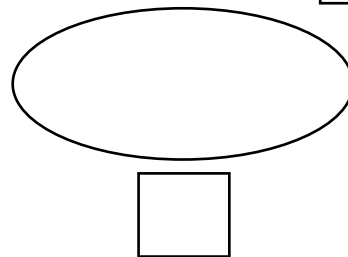
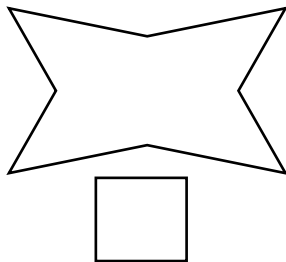
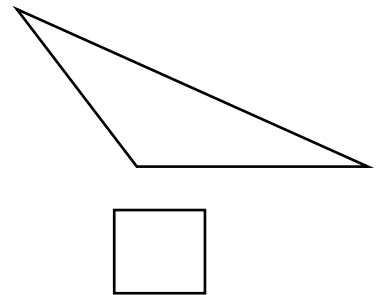
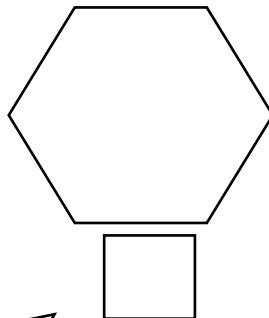
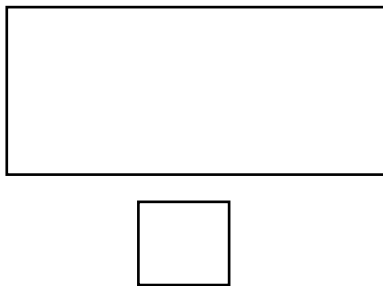
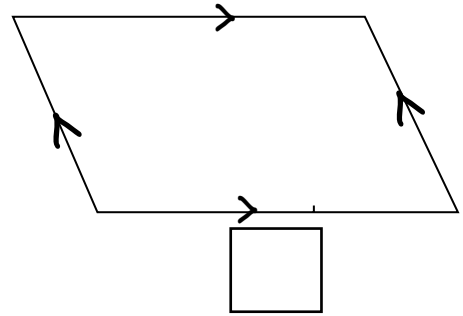
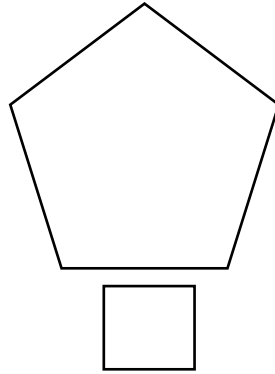
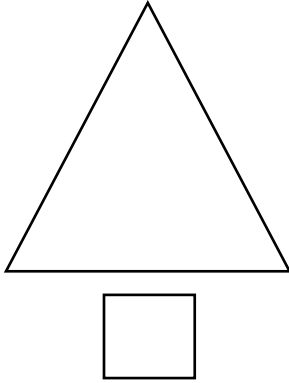
Player 2 checks the shape. If correct, Player 1 scores the number of points equal to the number of acute angles.

To win:

The winner is the first player to score 20 points.

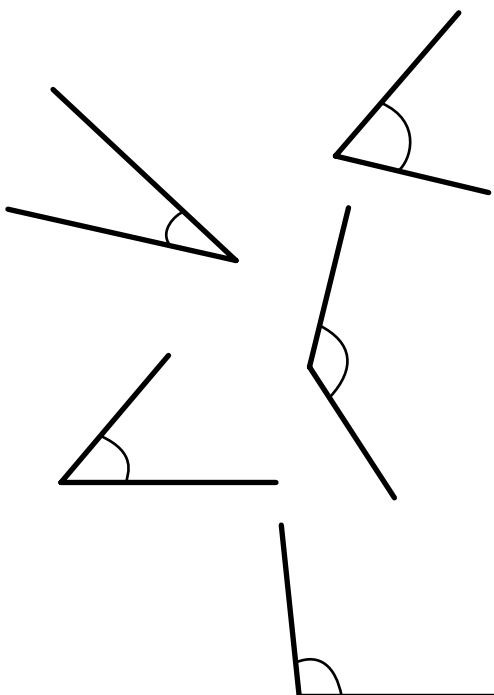


Write down the number of obtuse angles in each shape:



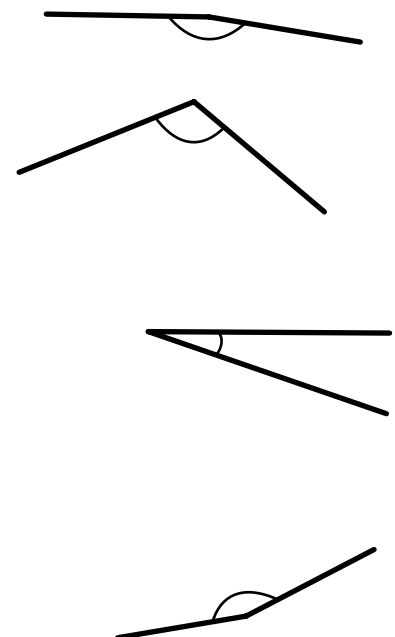
The angles are placed in order from smallest to largest.
Match the angles with the correct place.

Challenge It 2



1 st
2 nd
3 rd
4 th
5 th
6 th
7 th
8 th
9 th

Largest



Smallest



Comparing Angles Game

Play It 2

You need:
Angle Cards

To play:

All the cards are shuffled and placed face down.

Players take turns to turn over one card each.

The player whose card has the largest angle wins both cards.

To win:

The winner is the player with the highest number of cards.

