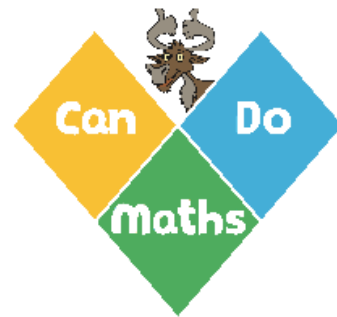
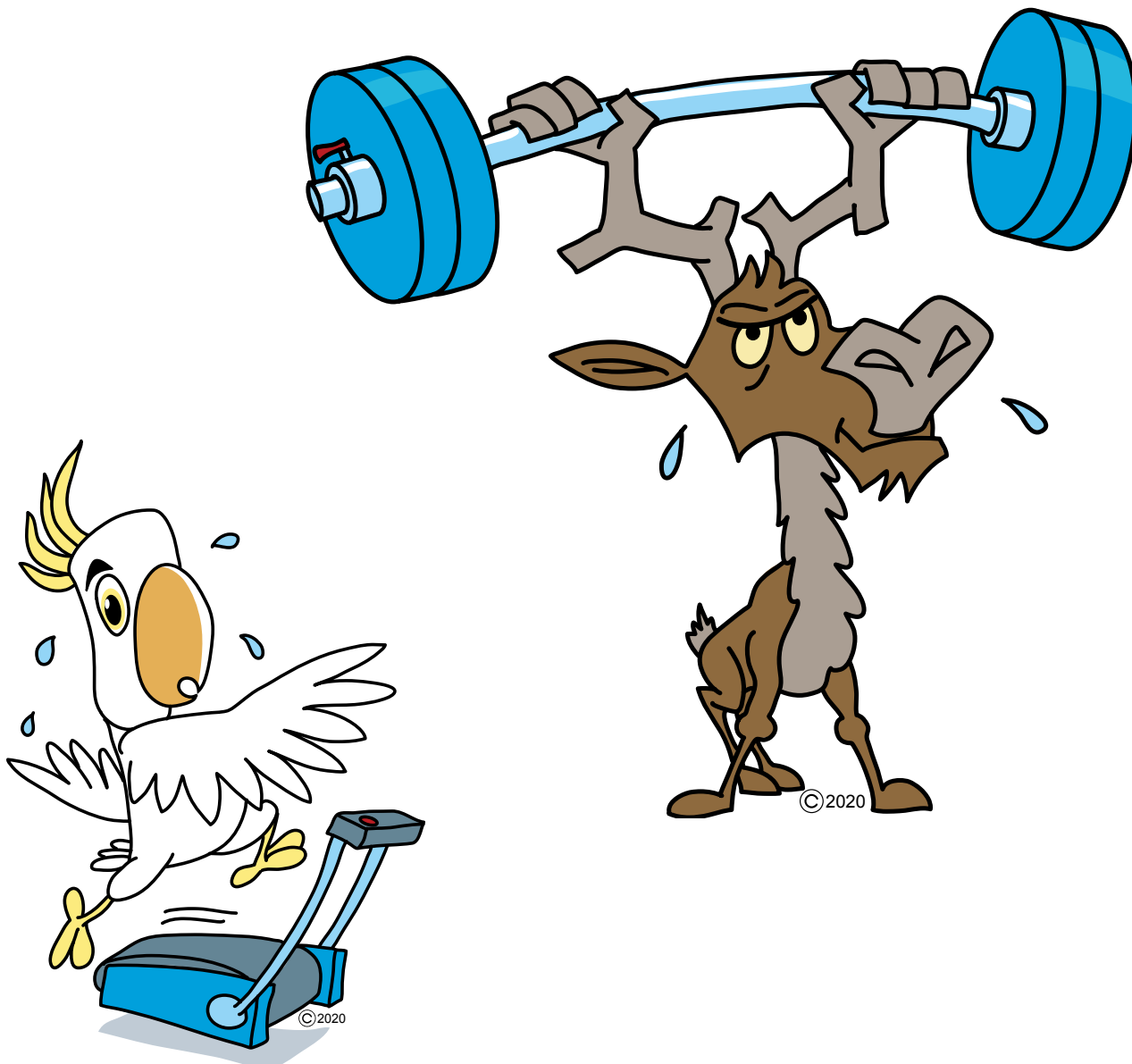




Colin and Coco's Deliberate Practice

Year 5 Unit 3

Geometry: Properties of Shapes





Contents

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

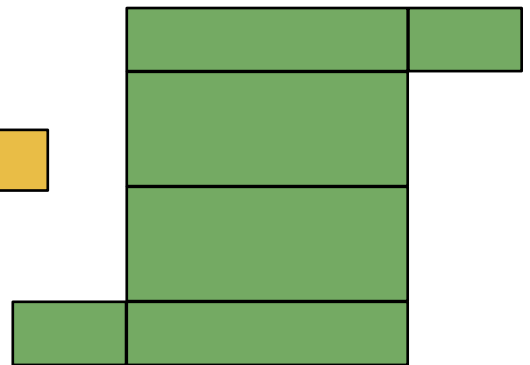
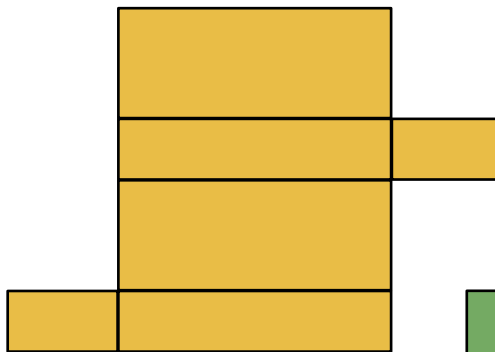
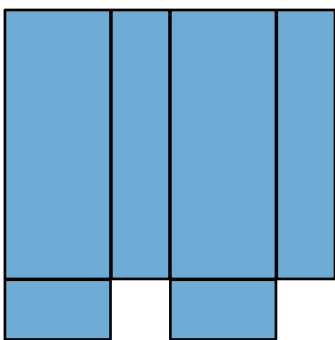
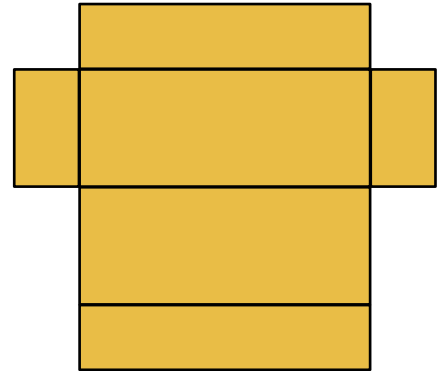
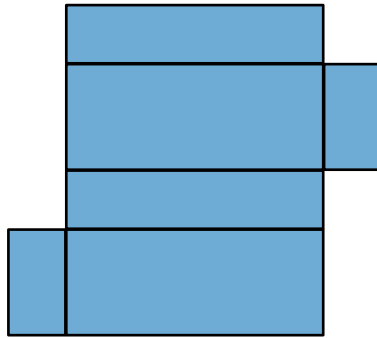
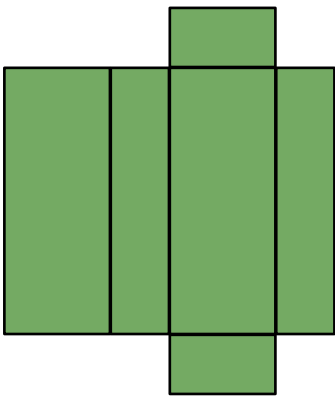
The table below indicates which activities are linked to which manageable steps.

	Do It	Challenge It	Play It
Identify cubes from nets		1	1, 2
Identify cuboids from nets	1		2
Identify prisms from nets	2	2	2
Identify pyramids from nets	2	2	2



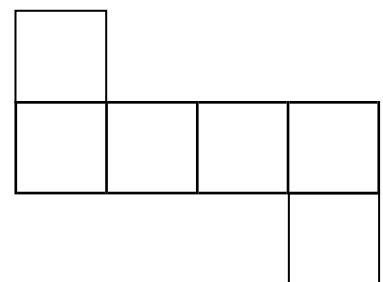
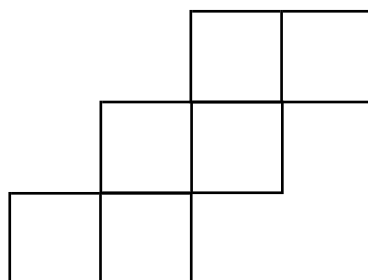
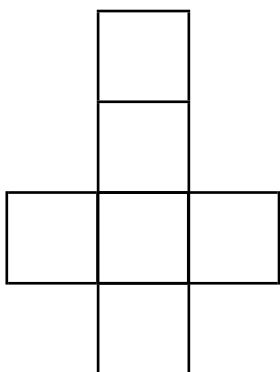
Do It 1

Tick the nets that would fold up to make a cuboid.



Challenge It 1

The opposite faces of a dice add up to 7.
Complete the nets to make a dice.





Nets Game

Play It 1

You need:

1 - 6 dice

Squared paper

The aim is to complete nets of cubes.

To play:

Players take it in turns to throw the dice. That is the number of square faces they can draw.

For example:

Player 1 throws 4 and draws the first four squares of the net of a cube.

Player 2 throws 3, which is too many to complete the first net, so starts a new net. (You must draw all your faces on one net.)

Player 1 throws 3 and completes the net with 3 squares that has already been started. That is player 1's first complete net.

Player 2 throws a 6 and completes a whole net of their own.
and so on...

To win:

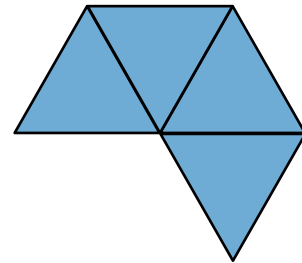
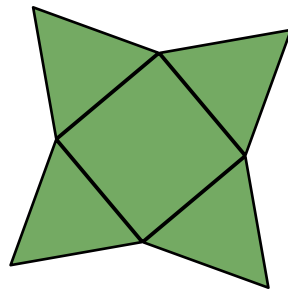
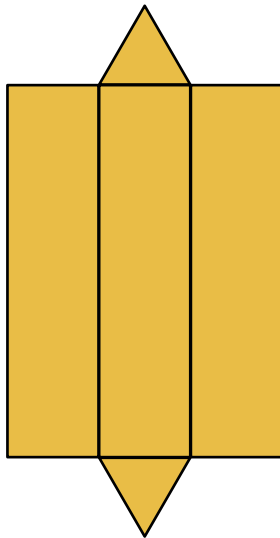
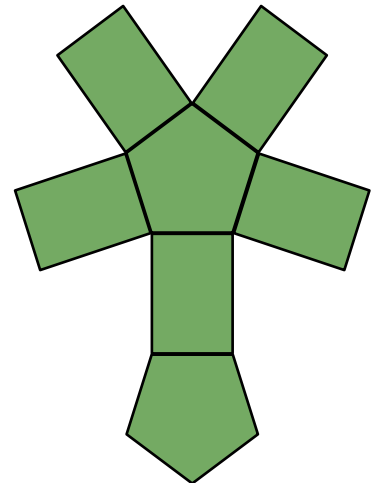
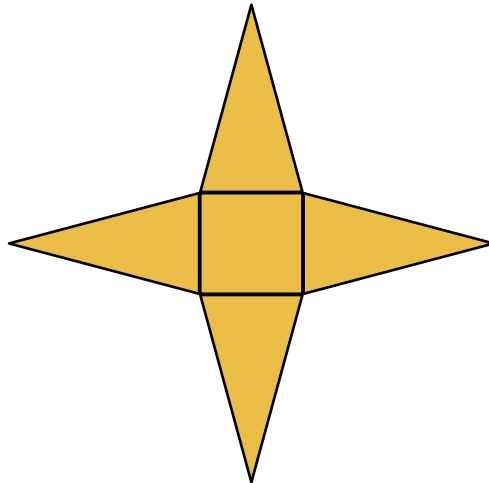
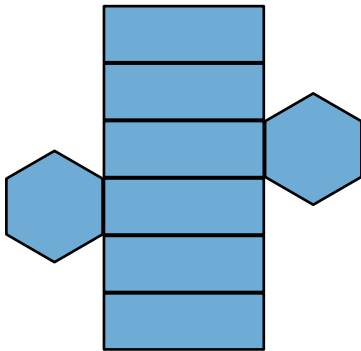
The winner is the first player to complete 6 nets.

To add challenge, every net must be a different arrangement of squares.



Mark the nets that would fold up to make a pyramid with Y.
Mark the nets that would fold up to make a prism with S.

Do It 2



Challenge It 2

You can use any number of triangles and / or rectangles to make a net.

Identify different nets you could make and list the number of each shape you would need.



Find my Number game

Play It 2

You need:

1 - 6 dice

To play:

Player 1 declares whether they are rolling the dice for triangles, rectangles or another polygon of their choice.

They roll the dice. That is how many of the declared shape that they 'collect.'

Then it is player 2's turn.

Players can declare a different shape each go, or stick with the same one.

After five goes, players use their shapes to identify nets of different prisms or pyramids they could make. A player cannot make the net of the same shape twice.

The player who makes the most nets scores a point.

To win:

The winner is the first player to score a total of 5 points.