



Colin and Coco's Deliberate Practice

Year 3 Unit 14

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.

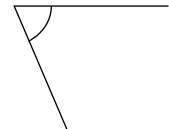
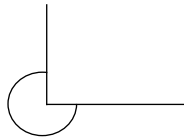
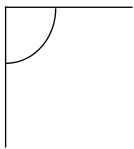
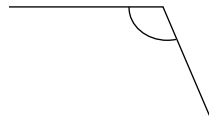
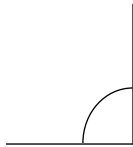
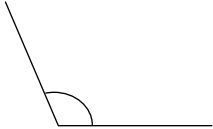
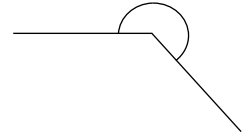
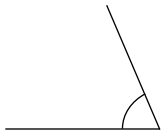
The table below indicates which activities are linked to which manageable steps.

	Do It	Challenge It	Play It
Understand that angle is a description of turn			1
Understand that angles are a feature of shapes		1	
Identify a right angle as a quarter turn	1		
Identify when a shape has a right angle		2	
Recognise that 2 right angles make a half-turn, 3 make three-quarters of a turn and 4 a complete turn			2
Identify angles that are less than or greater than a right angle	2		



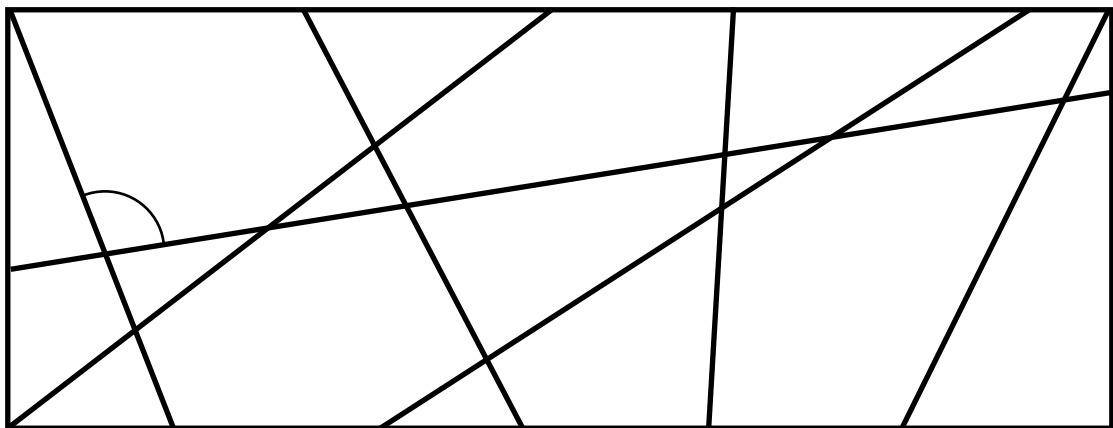
Do It 1

Mark the the right angles with a 'R'



Identify all the angles in this picture.
One angle has been identified for you.

Challenge It 1



Draw a picture with 17 angles



Angle Game

Play It 1

You need:

Letter cards

To play:

Shuffle the cards and deal them between the players.

Each player sorts out their cards into two piles:

- letters with angles
- letters without angles

The player with the highest number of cards in the 'letters with angles' pile scores one point.

The cards are shuffled back together and the players repeat the game.

To win:

The winner is the first player to score 10 points.

Letter cards

A

C

T

E

S

U

Y

W

Z

Q

O

V

G

M

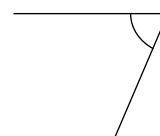
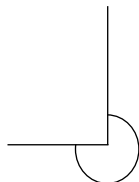
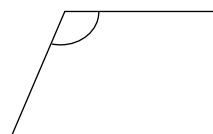
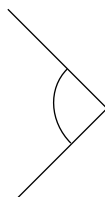
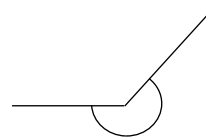
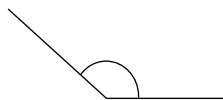
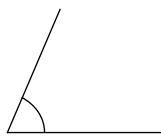
L

F



Do It 2

Label the angles less than a right angle (L), greater than a right angle (G) or a right angle (R)



Draw several shapes with ...

Challenge It 2

4 sides and 1 right angle

5 sides and 2 right angles

6 sides and 3 right angles



Turning Game

Play It 2

You need:

1 - 6 Dice

Clock face

To play:

Player 1 points the minute hand on the clock to any number they wish.

Player 1 rolls the dice .

The number on the dice is their number of right angles.

Player 1 can decide if they wish to turn the minute hand clockwise or anticlockwise.

Player 1 turns the minute hand on the clock their number of right angles.

The number the minute hand is now pointing to is player 1's score.

Player 2 now has a go.

To win:

The winner is the first player to score over 50