### 3-D Shapes from 2-D Representations

#### **Key NC Statement**

Identify 3-D shapes, including cubes and other cuboids, from 2-D representations

#### **Related NC Statements**

- Compare and classify geometric shapes based on their properties and sizes (year 4)
- Use properties of rectangles

#### **Key Concepts**

In this learning sequence, pupils begin to explore cuboids including cubes. They will learn that cubes are a subset of cuboids. They share defining features (faces, edges and vertices).

Nets are introduced and pupils will be encouraged to visualise cuboids, rotating them and predicting what the net for the shape could be. They develop visualisation further by being challenged to include patterns on the nets.

This learning sequence focuses on cubes and cuboids. Other 3-D shapes will be considered in Year 6.

#### **Steps within the Learning Sequence**

Step 1: Define cuboids and cubes

- Step 2: Understand nets
- Step 3: Draw nets using given measurements







### Learning Sequence 24

### Step one 🧖

#### Define cube and cuboids

Present pupils with models of cubes and cuboids. Ask them to recreate these shapes using modelling clay or playdough. Whilst they are modelling, ask them to pay attention to how they are creating the faces, edges and vertices. This physical exploration will support the language of 3-D shape.

Ask pupils to use their models and the physical actions they used to build them to define key vocabulary:

- Face flat surface on a 3-D shape
- Edge where 2 faces touch
- Vertex where 3 or more edges meet
- Vertices plural of vertex

Ask pupils to compare their models of cubes and cuboids.



Provide vocabulary as appropriate to support discussion.

This could include: face, vertices, vertex, edge, square, cube, cuboid, length, width, height, dimensions, 2-D, 3-D, angle, parallel and perpendicular.





### Step two 🧖 🍊

#### **Understand nets**

Model unfolding a cardboard cuboid. Explain that this is a net. It is what a 3-D shape looks like, when it is opened out flat. Show pupils how to draw the net onto dotty paper. Handout\_5LS24\_step2\_dotty\_paper can be used for this.

Pupils explore unfolding different cuboid nets and recording their nets on to dotty paper.

Tell pupils that Eliza draws her nets in a different way. This is what she does.

#### • Roll a shape

Eliza places the shape onto a large piece of paper. She draws around the bottom face and then rolls the shape and draws around the bottom face again. She keeps rolling and drawing the bottom faces until all the faces have been drawn.





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## Learning Sequence 24

### Step three 🧖 🗳 🐔

#### Draw nets using given measurements

Ask pupils to draw the net of a cuboid using 'Eliza's rolling' method, but this time they need to include dimensions on the net: the length and width of all of the different faces.

Provide pupils with a different cuboid (not a cube) and ask them to draw the net of the cuboid onto dotty paper, scaling it down (for example by halving the lengths) so that pupils can't use the rolling method. Pupils should include measurements on the 2-D representation.

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Draw nets of cuboids with images / patterns / writing on faces

Using a normal 1 to 6 dice, ask pupils to create the net of the dice using the rolling method. However, this time ask pupils to also include the digits on the net, so that when it is folded the digits are all in the correct orientation.

Discuss which nets have worked, which ones didn't and why.

Which nets worked? When they didn't work, why was that?

Provide pupils with a range of different cube and cuboid net challenges, including:

- placing matching coloured dots on opposite faces, but not all faces
- different patterns on each face
- capital letters on each face (like an alphabet block).

Pupils create a net for packaging a product, with all the lettering written so that when folded up it is all in the correct orientation. Pupils are not allowed to fold the net up and then add the lettering.

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#### Activities for exploring ideas at greater depth

Place another arrow on the net of this cube so that the cube will have arrows on opposite sides. Ensure that both point in the same direction once the cube is constructed.



