

Length of Unit: 10 sessions

Focus: Shape

Victorian Curriculum- Learning Focus Statement:**Victorian Curriculum:**

Foundation: Sort, describe and name familiar two-dimensional shapes and three-dimensional objects in the environment.

Level 1: Recognise and classify familiar two-dimensional shaped and three-dimensional objects using obvious features.

Level 2: Describe and draw two-dimensional shapes, with and without digital technologies. Describes the features of three-dimensional objects.

Level 3: Make models of three-dimensional objects and describe key features.

First Steps Understandings:Represent Shape:**KU 1** When we copy and make figures and objects, we need to think about how the whole thing looks and about how the parts relate to each other and to the whole.**KU 2** The net of an object has to have the same component parts as the object and the parts have to be in the right relationship to each other.Reason Geometrically:**KU 1** Things can be the same in some ways and different in other ways. When we classify, we sort things into groups that are the same in specified ways.**Vocabulary Development:**

Side, corner, straight, curved, edge, faces, shape, polygon, closed, open, square, circle, cube, sphere, rectangle, angle, sort, classify, symmetry, first, second, third (etc), last, order, next to, beside, between, count, repeating, rotate, flip, slide, size, larger, smaller, colour, predict, check.

Common Assessment Tasks

Assessment FOR Learning	Assessment OF Learning	Assessment AS Learning
Pre Assessment Draw, label and describe all the shapes you know.	POST ASSESSMENT Draw and label all the shapes you know. Write anything else you know about the shapes.	Share/ reflections – turn and talk etc Class Maths Journal Anecdotal records

Other Resources:

Pattern blocks, straws, matchsticks, playdough, geoboards and elastic bands, Lego, construction boxes 3D shape models, wooden blocks.

Key Understandings to Look For During This Unit:

1. Makes and draws reasonable representations of common shapes
2. Recognises and names common shapes
3. Matches 2D figures to faces of 3D shapes, distinguishing 3D shape and its faces
4. Uses appropriate language to talk about shapes (eg. 2D round, corner, side – 3D, edges, faces, corners) while sorting and classifying