

Sorting 2D shapes by their properties

WHAT THIS LESSON TEACHES

We sort 2D shapes into groups by checking a rule about their sides or corners.

→ A square has 4 sides and all sides the same length so it fits the rule '4 sides'.

→ If the rule is 'has 4 corners' then square and rectangle go in but circle stays out.

MODEL THIS ON THE BOARD

SORT THE SHAPES

- 1 Look at the shapes: triangle, square, rectangle, circle, hexagon.
- 2 Check the rule 'has 4 corners'.
- 3 Put square and rectangle in the group because they have 4 corners.
- 4 Leave out triangle, circle and hexagon.

ANSWER KEY

Scaffold: visual check on the page

Q1: square, rectangle, rhombus, parallelogram, trapezium (any 4-sided/4-cornered shapes)

Q2: all except circle/oval

Q3: square, rhombus

Q4: Yes — e.g. a square (4 sides and all sides equal)

a) **Always** — Every square has exactly 4 corners.

b) **Never** — A circle never has any sides or corners.

c) **Never** — A rectangle has 4 sides but opposite sides are equal not all four the same.

d) **Always** — Every triangle has 3 corners so it always belongs.

EXTENSION SHEET · STRETCH ANSWERS

Investigation: Classroom shape hunt — open-ended; scan pupils' working for valid solution paths rather than a single answer.