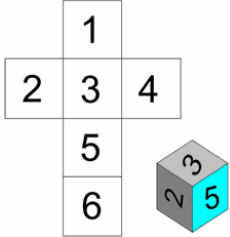
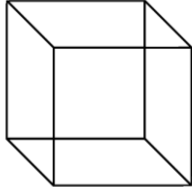
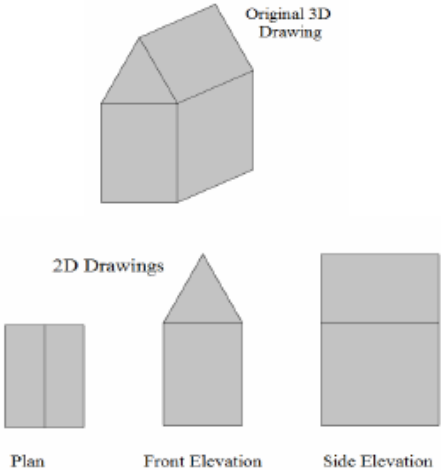
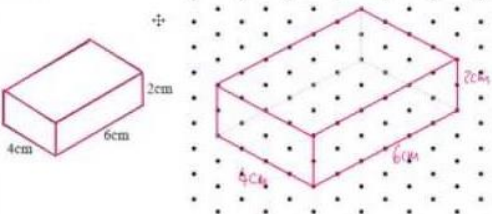


**STM Knowledge Organiser Year: 7 Subject: Maths Topic: 2D Representations of 3D Shapes**

**Core Knowledge**

Topic/Skill	Definition/Tips	Example
1. Net	A pattern that you can <b>cut and fold</b> to make a <b>model</b> of a <b>3D shape</b> .	
2. Properties of Solids	<b>Faces = flat surfaces</b> <b>Edges = sides/lengths</b> <b>Vertices = corners</b>	<p>A cube has 6 faces, 12 edges and 8 vertices.</p> 
3. Plans and Elevations	<p>This takes 3D drawings and produces 2D drawings.</p> <p><b>Plan View:</b> from <b>above</b>  <b>Side Elevation:</b> from the <b>side</b>  <b>Front Elevation:</b> from the <b>front</b></p>	
4. Isometric Drawing	A method for visually <b>representing 3D objects in 2D</b> .	

Links to area, volume, geometric properties of shapes, probability