Polygon - A closed 2d shape with only straight sides

Regular polygon - All the sides and angles are equal

Irregular polygon - The sides and angles are not all equal

Quadrilateral - A polygon with 4 sides

Equilateral triangle - A triangle with all sides and angles equal

Isosceles triangle - A triangle with 2 equal sides and 2 equal angles

Scalene triangle - A triangle with all sides and angles different

Right-angled triangle - A triangle with one right angle

Pentagon - A polygon with 5 sides

Hexagon - A polygon with 6 sides

- Heptagon A polygon with 7 sides
- Octagon A polygon with 8 sides

Rectangle - A quadrilateral with 4 right angles

Oblong - A rectangle with 2 longer and 2 shorter sides

Square - A rectangle with all sides equal length

Circle - 1 curved side, points on it are always the same distance from the centre Semi-circle - Half of a circle

Kite - A quadrilateral with 2 pairs of equal length adjacent sides

Parallelogram - A quadrilateral with 2 pairs of parallel sides

Trapezium - A quadrilateral with 1 pair of parallel sides

Rhombus - A parallelogram with all sides equal length

Angle - Amount of turn between 2 straight lines at the point where they meet

Degrees - The unit used to measure angles

Right angle - An angle of 90°

Acute angle - An angle less than 90°

Reflex angle - An angle more than 180°

Obtuse angle - An angle more than 90° and less than 180°

Congruent shapes - Shapes that are exactly the same shape and size

Fixit Maths

Vertex/vertices – Corner/corners, where sides of a polygon or edges of a polyhedron meet

Parallel lines - Lines that are always the same distance apart

Perpendicular lines - Lines that are meet at a right angle

Vertical line - A line that is at a right angle to the horizontal

Horizontal line - A line parallel to the earth's surface

Diagonal line - A line connecting 2 non-adjacent vertices of a shape

Area – The amount of space inside a 2d shape

Perimeter - Distance around the outside of a 2d shape

Polyhedron - A 3D shape with only flat faces

Face - A flat or curved surface of a 3D shape

Edge - Where two faces of a 3D shape meet

Volume - The amount of space a 3D shape takes up

Radius - Distance from the centre to edge of a circle

Diameter - A straight line from edge to edge of a circle passing through centre

Circumference - Distance all the way around a circle

Cube - Polyhedron with 6 square faces

Cuboid - Polyhedron with 6 rectangular faces

Sphere - 3D solid that is perfectly round

Cylinder - 3D shape with 2 congruent circular faces at each end

Cone - 3D shape with a circular base and curved face that narrows to a point

Triangular prism - Polyhedron with 2 congruent triangular bases joined by 3 rectangular faces

Triangular based pyramid/tetrahedron - Polyhedron with 4 triangular faces

Square based pyramid - Polyhedron with square base and 4 triangular faces

Octahedron - Polyhedron with 8 triangular faces

Dodecahedron - Polyhedron with 12 faces

Icosahedron - Polyhedron with 20 faces