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 $90^{\circ}$
Acute angle - An angle less than $90^{\circ}$
Reflex angle - An angle more than $180^{\circ}$
Obtuse angle - An angle more than $90^{\circ}$ and less than $180^{\circ}$
Congruent shapes - Shapes that are exactly the same shape and size

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

