

Max’s Geometry Toolkit: Grade 4 Masterclass

Learning objective: To identify, describe, and classify 2D and 3D shapes using precise mathematical vocabulary.

Key Vocabulary

Use this vocabulary that to help you solve Max the Monkey’s geometry puzzles. The terms are grouped into categories: Properties of Shapes, Angles, and 3D Construction.

Max has a shape...	What is the differ...	If an angle measu...
Define a 'Vertex' ...	Why is a 'Net' use...	