

# Represent and approximate composite shapes and objects in the environment...

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## Learning intention

- represent and approximate composite shapes and objects in the environment, using combinations of familiar shapes and objects

## Teach and model

- identifying common shapes that form part of a composite shape by re-creating these shapes using physical or virtual materials
- physically or virtually using cubes to make three-dimensional models that approximate real objects; for example, building a virtual environment by using a computer software...
- approximating complex shapes and objects in the environment with familiar shapes and objects; for example, drawing cartoon animals by combining familiar shapes

## Check understanding

- Explain the main idea in represent and approximate composite shapes and objects in the environment... using an example.
- Show the idea in a second way: with words, a model, a diagram or symbols.
- Apply the idea to a short unfamiliar situation and justify the result.

## Teaching cautions

- Ask the student to explain their choice, not only state an answer.
- Check that key vocabulary is understood in a new example.
- Mix representations so the skill is transferred rather than copied.

## Quick lesson sequence

- Connect to prior knowledge and introduce the key vocabulary.
- Model one clear example, then solve a second example together.
- Finish with an independent check and a short student explanation.