

3-D

Here are some examples of activities, games or puzzles which can be used to support mathematics learning.

These examples are taken from the 3D packs. There are three packs in this collection. The mathematical demand increases as you work through the packs. The complete packs can be downloaded at <https://www.stem.org.uk/rxzei>

Answers to cards can be found at <https://www.stem.org.uk/rxxo5>

Smile 1765

Two by Two

Four pairs will build four cubes. *Can you match the pairs?*

A

B

C

D

E

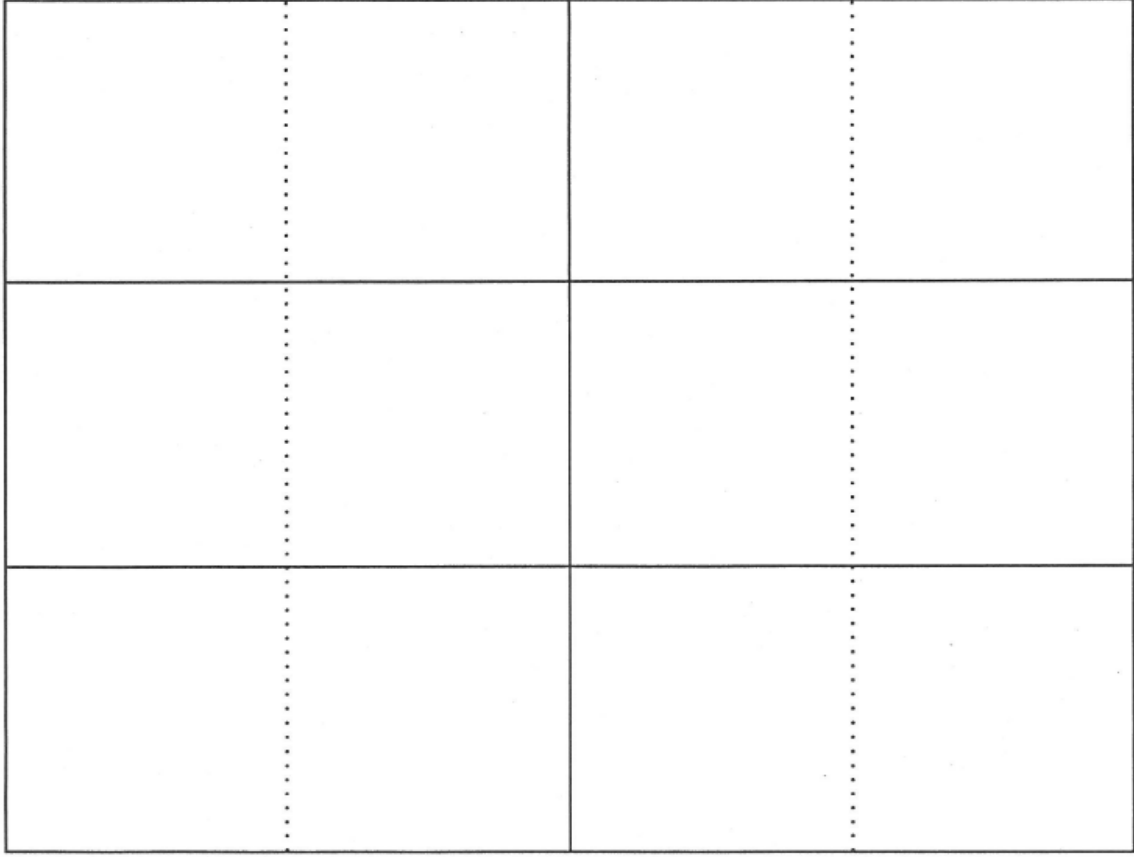
F

G

H

I

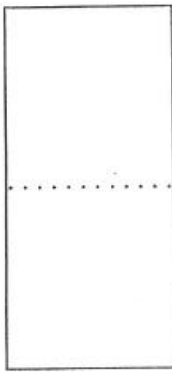
J



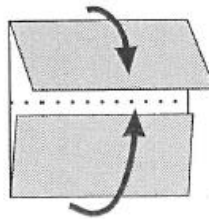
Origami Cube

You will need worksheet 2219a.

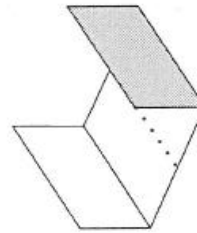
Cut out the six pieces.



Fold the sides of each piece to meet the centre-line ...



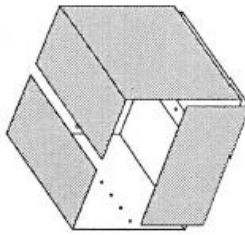
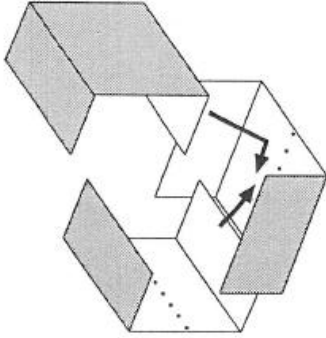
... and open out.



Fit the six pieces together to make a cube.



Place three pieces together.



LOOKING AROUND

smile

Worksheet 0617

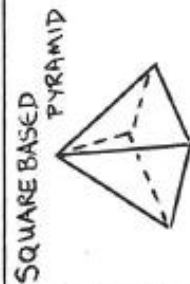
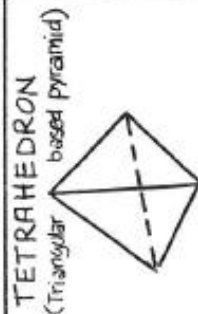
Everything has shape...
...and there is a word
to describe each shape.

Look around to find
examples of these
shapes.

Look in the classroom.
Look outside.
Look at home.

List as many as you can.

Which solid has most
examples? Why?

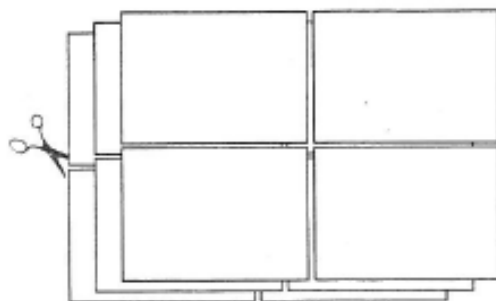


Smile 2218

Origami Dodecahedron

You will need:
three A4 sheets of paper
and scissors.

Cut the paper into quarters to make
12 rectangles.



Take each rectangle and follow steps 1 to 7.

1.

2.

3.

4.

5.

6.

7.

Using these 12 pieces follow steps 8 to 10 to construct a dodecahedron.

8.

Make 4 of these.

9.

Join 3 together.

10.

Add the final piece.